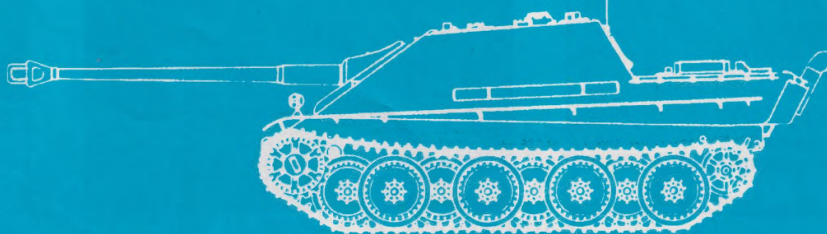




**MILITARY SIMULATIONS PTY. LTD.**



## MAIL ORDER CATALOGUE

**SUMMER 1990 EDITION**

**MILITARY SIMULATIONS**  
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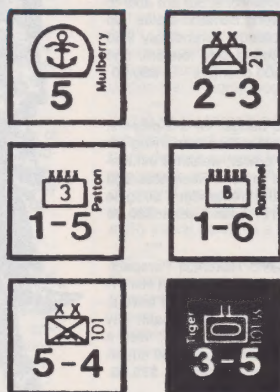
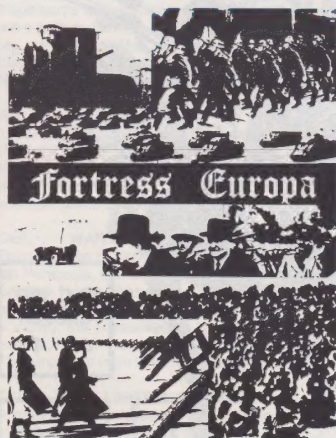
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Military Simulations has a well stocked showroom, and our customers are more than welcome to visit us. Club members may also enjoy a discount! The showroom is open from 9.00am to 4.30 pm - every Monday to Friday.

## FORTRESS EUROPA



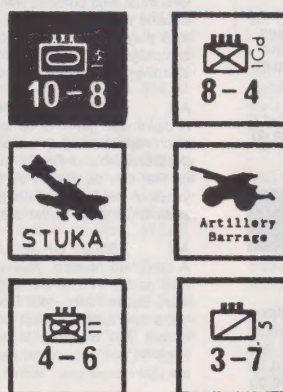
**\$10.00**

With the horizon smeared by a pall of smoke and dust from a thunderous barrage of naval guns, the Allies stormed onto the grey beaches of Hitler's Fortress Europa. Further inland paratroops and fighter-bombers shattered German communications, thus hindering the rapid mobilisation of vital reinforcements. Desperately the invaders clawed out a beachhead, throwing back a stunned defense and quickly establishing a screen of armor and artillery before the much-feared panzers could mount an effective counter-attack. After enough Divisions had been deployed along the fragile Allied perimeter Eisenhower directed a massive breakout initiative, and began the grueling liberation of France.

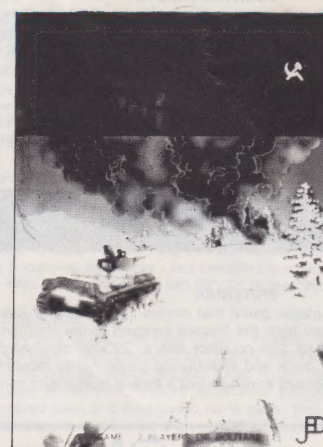
Fortress Europa is a low-complexity strategic simulation of D-Day and the struggle for Western Europe. Players can command the military assets of either the Germans or the Allies, the fate of Hitler's Reich will depend on the success of their decisions alone. The German player must prepare the coastal defenses for the eventual onslaught, and shrewdly conceal a Panzer reserve to shatter the Allied beachhead before it can be properly established. If carefully executed the German defense can succeed in crushing the invasion, and deny Churchill's dream of a second front. For the Allied player the task ahead is equally perplexing - the French, Dutch and Belgian coastlines all offer suitable invasion sites, but the hidden German Panzer reserves could spell disaster for the landings if they are encountered too early. Bad weather and a lack of port facilities could cripple the build-up of forces, leaving the beachhead vulnerable. A second invasion can be conducted to strengthen the initial Allied assault, or to wreak havoc in the sparsely defended southern beaches of France and Italy. Once enough troops have been brought ashore the Allies must punch a hole through the desperate German defense, and drive armored spearheads deep into the interior of France. Hordes of Allied tanks and the stoic Panzers will then collide repeatedly in a vicious struggle for the Meuse, and if successful the Allies face the daunting task of wresting control of the Rhine from its stubborn defenders. For Germany there must be one last decisive counter-attack, or the war will be lost.

Fortress Europa's components include a 22"x24" map and 400 counters representing the armies of Germany, Britain, America, Canada, (Free) France, and Poland. The game mechanics are comprehensive yet easily assimilated by novice players, and take into account such things as airpower, paratroops, partisans, commandoes, volkssturm, forts, mulberries, naval bombardments and coastal defense units - **UNBOXED**

## RUSSIAN CAMPAIGN



**\$25.00**



In June 1941 the thunderous report of an immense artillery barrage heralded the German invasion of the Soviet Union. The awesome speed and brutal precision of Hitler's Panzers tore the Russian defense asunder, and drove eagerly into the vast plains beyond. Blitzkrieg, the fiery spectre of mechanised warfare, rolled across the burnt and broken remnants of countless enemy divisions - drawn ever onward towards the beckoning gates of Moscow. A severe winter descended with what seemed like divine vengeance - the advance faltered and finally stopped, ironically just as lead elements reported sighting the capital's distant minarets. The Germans were spent and exhausted. Poorly supplied and unprepared for the arctic severity of the weather, the Wehrmacht's frozen arms were prised back from their elusive goal by a rapidly expanding Soviet military. The arrival of Spring rejuvenated the battered Kampfgruppen, and they were again poised to crush the Russians into oblivion. However, several strategic blunders would loose them the initiative and end forever their plan of conquest. Stalin's tenacious armies had indeed become the Red Horde, and the following Winter they plundered the weakened German front at will. Although the fortunes of war had irrevocably turned against the Germans, their tenacious resistance ensured that the collapse of the Third Reich would be a bitter and costly struggle.

Russian Campaign is a low complexity simulation of this titanic confrontation. Players must utilise their assets to best suit the strategic conditions, grinding down dangerous advances with a staggered defense, or thrusting a vicious counter-attack through an ill-prepared enemy flank. The rules capture the exciting ebb and flow of the conflict, and ultimate victory can be realised by either side. The Germans possess a potent array of armored divisions crewed by haughty veterans, and early in the war the Luftwaffe is able to viciously pound enemy concentrations. The Russians have at their disposal a veritable flood of peasant-soldiers, and these will eventually be reinforced by the iron determination of numerous Guards divisions. The Winter periods also play an important part in the game's strategy, for the Germans can lose much of their hard-fought gains if unprepared for the subsequent decline in supply.

Russian Campaign contains a 22"x24" mapboard that covers the theater of operations from Berlin to Gorki, and from the desolate mountains of Rumania to the sprawling forests of Finland. 252 counters include the Axis allies, partisans, paratroops, and more. This classic simulation was recognised in America as the year's best wargame when it was released, and has since enjoyed immense popularity with both novice and veteran gamers alike.

**INDEX OVERLEAF**



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## COMPANY CODES

ADG	Australian Design Group
AH	Avalon Hill
CHA	Chaosium
COA	Clash of Arms
EMS	Engelman Military Simulations
FAS	Fasa Corp.
GAM	Games Workshop (UK)
GDW	Games Designers Workshop (US)
GRD	Games Research & Design (?)
IRO	Iron Crown Enterprises
JED	Jedko Games (Melbourne)
LEA	Leading Edge
OME	Omega Games

SDI	Simulation Design Incorporated
STE	Steve Jackson Games
SUP	Supremacy Games
TAS	Task Force Games
TGI	The Gamers (Inc.)
TSR	
VIC	Victory Games (Avalon Hill Mark II)
3W	World Wide Wargames
WES	West End Games

## WARGAME COMPLEXITY KEY

*	BASIC:	Ideal for beginners
**	INTERMEDIATE:	For novice players
***	ADVANCED:	For experienced gamers
****	MASTER:	Gung Ho veteran gamers only

## ACCESSORIES

### AH AVALON HILL COUNTER TRAYS

Plastic counter trays with clear plastic 'snap-on' lids. These are obviously suitable for Avalon Hill bookshelf-style games, and will stop your dreaded, black SS counters from overwhelming those lowly Communist rifle divisions before the game even starts. There are three trays and lids per set. \$8.00

### WES WEST END COUNTER TRAYS

Larger than their Avalon Hill counterparts, and a tad more sturdy as well. Please note that these products are too big for standard bookshelf-style boxes. There is only one tray, with a clear plastic lid, per purchase. \$5.00

### COUNTER SHEETS

Each set contains three sheets of 224 half-inch, die-cut counters evenly distributed between the following colours - light green, pale blue, salmon red, and gray. Just what every potential game designer needs. \$10.00

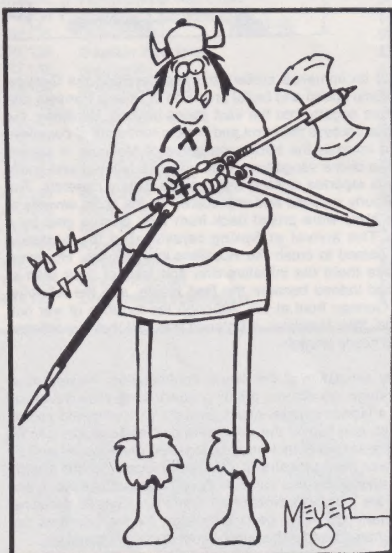
### JED HEX SHEETS

Useful for both wargamers and role-players - three 23"x17" blank hex sheets printed on good quality bond paper. \$3.50

## ANCIENT ERA

### AH BRITANNIA

3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick and entertaining game; highly recommended for customers wanting a fast & furious multi-player contest. \$50.00



The Barbarian Army Knife

### WES IMPERIUM ROMANUM II

700 years (35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, and more. A 22"x51" map covers the ancient world from Britannia to Parthia. 2-6 players contest their military skills for the ultimate goal of Empire! \$70.00

### AH CIVILIZATION

2-9 players seek political, economic and cultural superiority for their nations. This is a classic game with a very high level of player interaction and no dice required! Set from 800BC to 250BC. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. 146 cards, 639 counters and two 22"x51" mapboards. \$60.00

**CIVILIZATION TRADE CARDS** 50 reprinted cards \$10.00

**WESTERN EXPANSION SET** Adds a 22"x11" mapsheet extension (complete with an Archaeological Succession Table), plus rules for 5-7 players. Makes a great game better. \$15.00

### EMS RISE AND FALL

Rome struggles to maintain its hard-won empire against barbarian hordes and an exuberant Persia. Superior Roman legions must also contend with internal rebellions, but are able to expand their land holdings by converting barbaric states. Up to 6 players can participate in this bloody, surprisingly fluid campaign. Rules include evolving troop quality, leaders, and solitary play. 22"x34" map and over 500 counters. \$50.00

### AH REPUBLIC OF ROME

A diplomatic game of temptation and danger for 3-5 players, each representing a faction of influential Senators vying for the Consulship of Rome - and all the power, wealth & influence that can be gained by fair means or foul! Recreates 250 years of the Roman Republic, from the tremendous struggle against Carthage to the assassination of Julius Caesar. \$60.00

### AH SIEGE OF JERUSALEM

A complete revised reprint of a classic 'Historical Perspectives' game. "Not for the faint of heart!" says the Avalon Hill PR man. Set in 70AD - four Roman legions with assorted towers, rams and artillery must breach the multi-walled Zealot city before they themselves are exhausted by attrition. With a huge 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). With 1 scenario and 1 campaign \$75.00

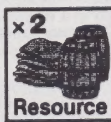
## MIDDLE AGES

### AH FEUDAL

Two to six player chess-style game representing a furious clash of arms between feudal Kings. The armies are 36 plastic figures representing kings, princes, dukes, castles, knights, sergeants, squires, archers and pikemen. A plastic, hole-punched board represents clear, forest & mountainous terrain. For a bit of added anxiety, the initial set-up is hidden. \$55.00

### AH KINGMAKER

Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal. Features the usual mediaeval activities: chivalry, war, feudal politics & plague. This game is rife with subtle tactics, uneasy alliances and bold conspiracies. \$50.00



### AH NEW WORLD

Control the European powers of the 15th to 18th centuries as they explore, conquer & ultimately colonise all of the Americas. 2 to 6 players must each build fleets to transport people to the New World, and bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions. With a 22"x16" mapboard. \$60.00

## NAPOLEONIC ERA



R+C III G  
GROUCH  
4 11

VII 23  
20 5

III 6H  
9 11

### S&T#136 BORODINO: DOOMED VICTORY

This epic battle before the gates of Moscow in 1812 would determine the ruler of Europe, and be the bloodiest single day in warfare until World War I. Features excellent period game-mechanics that include leaders, artillery "Bowling" and infantry squares. With 200 counters, a 22"x34" map, and a superb 20 page historic overview of the encounter. Great value. \$12.00

### AH EMPIRES IN ARMS

Covers the Napoleonic Wars of 1805-1815. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests and ambitions that characterised this bloody war. With 1008 counters and two 25"x35" maps. No other simulation covers the entire campaign with such detail or grandeur. \$80.00

### AH ENEMY IN SIGHT

Mobile Frigates and majestic 'Ships of the Line' clash in this entertaining 18th Century naval combat card game. The fast-playing mechanics include all the bold actions associated with the era of sail - boarding parties, blockades, Fire Ships, and more. For 2-8 players. 40 counters, 176 colour cards. \$25.00

IV 2 15  
8 9

VII 2 24  
22-7

IV 3 26  
10-8

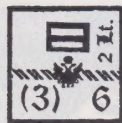
### COA LA BATAILLE DE PREUSSISCH-EYLAU

A definitive study of Napoleon's epic winter battle in Prussia (1807) against the remnants of the Hohenzollern army and the forces of the Czar. Each hex represents 100 meters, and every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, and a historic narrative. With four 22"x17" maps & 960 counters. \$55.00



**COA LA BATAILLE D'ESPAÑOL-TALavera \*\***  
 Portuguese mercenaries have invaded the Iberian Peninsula, and threaten the very throne of Spain. Before the gates of Hispanic-Talavera the radically different English & Spanish Armies clash with King Joseph Napoleon's multi-national Armee de Espagne. A "masterfully executed" grand tactical game with four 22"x17" maps & 700+ counters. **\$45.00**

**TSR LA GRANDE ARMEE \*\*\***  
 Recreates the campaigns in France, Central Europe & Russia during the ten year span of the French Empire. Includes 3 Grand Campaigns and smaller campaign scenarios. With strategic, political & diplomatic options, plus a unique combat system. 2-4 players. 1200 counters/four 22"x34" maps. **\$45.00**



**COA NAPOLEON AT LEIPZIG \*\*\***  
 A third, and more decisive, victory was needed in Germany or the shrinking French Empire would finally collapse. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his loyal troops. Six days of grueling maneuver and bitter combat would decide the fate of Europe. 3 levels of rules complexity, with play options for 1 to 8 players. Components include 350 counters plus two 34"x22" maps. **\$45.00**

**OME NAPOLEON'S LEIPZIG CAMPAIGN - \*\*\***  
 An operational-level game of the European campaign of 1813 between Prussia, Austria, Russia & France. A maneuver map historically recreates troop marching abilities, restricted lines of communication, the role of fortresses, the impact of weather, and the vital struggle with logistics and attrition. Command-control restrictions simulate the handicaps & advantages that the historic antagonists faced. Can be played solitaire. **TBA**

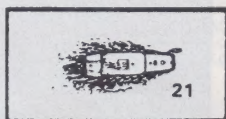
**COA THE EMPEROR RETURNS \*\*\***  
 Recreates the vital confrontation between the French Armee du Nord and troops of the 7th Coalition during mid 1815. The Anglo-Allies were steadfastly positioned around Waterloo, Napoleon's forces had to defeat them before the Prussians were able to join the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change the strategy and succeed where Napoleon failed. 240 counters and a 22"x34" map. **\$45.00**

**AH WAR AND PEACE \*\***  
 1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the bitter Russian steppes. Four 11"x16" mapboards, 1040 counters (representing 6 major & 19 minor powers), 9 scenarios, plus a multi-player campaign. Historically accurate game of grand strategy made easy. **\$60.00**

**OME WAR TO THE DEATH - \*\***  
 From 1810 to 1813 the French struggled for control of the Iberian Peninsula, but ultimately it was the tenacious Spanish and English forces that were victorious. Special rules include guerrilla & counter-guerrilla operations, fortresses (their siege & storm), the Terras Vedras fortifications, sea movement, ambushes, French harvests, attrition and Napoleon's intervention. The emphasis is on initiative and command control. **TBA**

**TSR WELLINGTON'S VICTORY \*\*\***  
 A grand tactical simulation of the battle for Waterloo. Scale is at battalion and regiment level, with individual commanders and chits used to indicate various battlefield formations and combat styles. Contains four 22"x34" maps, and 2,000 counters. Can be played by two or three people. **\$45.00**

**Fireship (FI)**  
 Class varies



**AH WOODEN SHIPS & IRON MEN \*\***  
 Naval warfare, 1776-1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent game-mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard and 180 counters. **\$50.00**

## AMERICAN CIVIL WAR

**TSR A GLEAM OF BAYONETS \*\*\***  
 September 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. Components include 1600 counters (Regimental & Battery scale) and two 22"x34" maps. A very strict and complex simulation of this epic clash of arms. **\$60.00**

**TGI AUGUST FURY \*\***  
 The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers - victory will be the reward for skillful & bold play. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and five states of troop morale. 6 scenarios with 8 variants. 550 counters. **\$55.00**

**S&T#133 BATON ROUGE \*\***  
 Recreates the 1862 Confederate attempt to retake the capital of Louisiana, garrisoned by a Brigade of Union soldiers. The CSA force were supported by the new "scourge" of the Mississippi, the much-feared Confederate ironclad ram Arkansas. Features the unusual aspects (for this period) of street fighting and combined land-naval operations. With 100 counters (at regiment or half-regiment scale) and a 17"x22" map. **\$12.00**



**TSR BLUE AND GREY \***  
 Four short (2-4 hour) games where the players aren't bludgeoned to distraction by labyrinthine rulebooks, rather the emphasis is on the careful use of fire & movement principles. Battles featured are Shiloh, Antietam, Cemetery Hill & Chickamauga - 4 major confrontations that had determined the war's ultimate victor. Four 22"x17" maps/400 counters. **\$45.00**

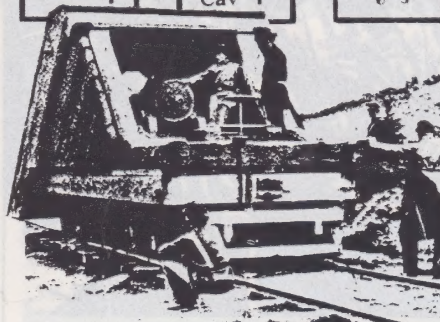
**SDI FIRST BLOOD \*\*\***  
 Recreates the 1st and 2nd battles of Manassas, both engagements were classic examples of surprise attacks & desperate delaying tactics. A wealth of period rules feature ammunition types, Brigade commitment, uniform confusion, and wounded commanders. With four 22"x34" maps plus 1200 counters. An ambitious, engrossing and challenging game. **\$80.00**

**GDW HOUSE DIVIDED 2nd Ed. \***  
 Introductory level grand strategy game, covering 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22" map. A classic beginner's simulation that is highly recommended for young players. **\$55.00**

**S&T#129 HARVEST OF DEATH \*\***  
 A brigade level simulation of the 2nd day of Gettysburg - the Confederate's attempt to turn the Union lines by capturing key geographic positions. Players must overcome the problems of command-control that their historic counterparts were burdened with. This is an excellent short-term game with a high playability value! Features a 9"x11" map and 90 counters. **\$12.00**

**VIC LEE Vs. GRANT \*\***  
 The tenacious wilderness campaign of 1864 - the Army of the Potomac must capture Richmond from Lee's Army of North Virginia. To both forces, this city's strategic value was worth a veritable river of blood. With 520 counters, a 22"x32" map, 9 scenarios and 3 campaign games. **\$50.00**

**VIC THE CIVIL WAR 1861-1865 \*\*\***  
 Covers the entire conflict, from marauding Indians to the Ironclad river engagements. 520 counters represent all the combat formations, their leaders & supply structure. With Two 22"x32" maps. Emphasis on command resources and leader initiative. Yearly scenarios or an entire campaign game. **\$55.00**

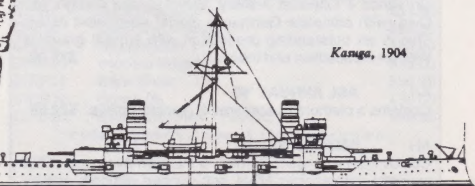


**TGI THUNDER AT THE CROSSROADS \*\***  
 A full treatment of the battle for Gettysburg. Comprehensive rules include close combat exploitation, extensive troop moral, combat straggling (which creates the ebb & flow of battle), visibility and leader quality. Two 22"x28" maps allow players to fully exploit the more subtle or brash aspects of maneuver. There are also a few hypothetical variants available for those who enjoy the "What if?" scenarios. With 560 counters. **\$50.00**

**OME 1864 - WAR IS HELL - \*\***  
 An introductory level simulation of the eastern theater of the American Civil War during 1864. An easy to play game system utilizes area movement and unique combat resolution to illustrate the historical situation. Playable in under 2 hours. **TBA**

## WORLD WAR ONE

**S&T#130 BATTLE OF TSUSHIMA \*\***  
 Not quite WWI, but close enough to warrant its inclusion here. This is a tactical game of 1905 fleet combat in the Sea of Japan between the Russians and Japanese. The somewhat abstract mechanics capture the grandeur and scope of one of the largest naval battles in world history, this titanic imperialist confrontation was a prelude to the dawn of the Dreadnought era. With 100 counters and a 22"x25" map. **\$12.00**



**GDW BLUE MAX 2nd Ed. \***  
 Features stunning box cover art plus new rules for altitude levels and damage spin-outs! The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of ace-status campaigns. Has a rather bland 22"x28" map, 146 chits and 60 of the best aircraft counters ever seen! **\$55.00**

**AH DIPLOMACY \***  
 Trust & treachery and bluff & backstabbing for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. Find out who your real friends are! **\$35.00**

**AH GAMER'S GUIDE TO DIPLOMACY \$10.00**  
 A 36 page magazine detailing the eight major elements of the game, player strategies (for each nation), postal Diplomacy, tournaments, variant rules, an introduction, and more!

**DIPLOMACY PIECES** A full set of coloured plastic counters **\$3.00**

**AH KNIGHTS OF THE AIR \*\***  
 Dogfights over the trenches, a superior aerial combat game for 1-6 aspiring pilots. An exciting game for aerobically individual contests, or frenzied team brawls. 188 counters representing 20 aircraft types & a beautiful 22"x32" mapboard. **\$90.00**

**VIC PAX BRITANNICA \*\*\***  
 A 4-7 player game of empire building and global confrontation during the age of colonial expansionism. The Great Powers vie for wealth and esteem as they maneuver administrative or military assets to distant lands. Play involves astute resource investment & cunning diplomacy - but beware the spectre of world war. With 666 counters and two 22"x32" maps. **\$60.00**

**S&T#135 SIDESHOW \*\***  
 Covers the conflict in German East Africa - 14,000 mainly native troops under the command of Colonel von Lettow-Vorbeck eluded and frustrated 250,000 Allied troops, and a host of hapless British commanders. Mechanics include air support, armored cars, and land-based naval guns. With 200 counters (company to battalion) & a great 22"x34" map. **\$12.00**

## WORLD WAR TWO

**AH ADVANCED SQUAD LEADER \*\*\*\***  
 The complete listing of the superb ASL series has been relocated to the first column of the following page (#4).

**JED AXIS & ALLIES**  
 Global grand strategy for 2-5 players seeking both military & economic victory. Game mechanics feature weapons development, special forces, and area movement. 430 counters represent the air, sea & ground forces from 6 nations. Boxed set with a 20"x37" map. Highly recommended for beginners, or for more experienced players seeking a bit of fun! **\$20.00**





## ADVANCED SQUAD LEADER

Certainly the most realistic and historically detailed tactical WWII system available. A very high quality production that features intricate game mechanics - 2 minutes per game turn, 40 metres per hex, unit scale is a squad of 5-10 men (or a single vehicle, leader, support weapon) per counter. It is HIGHLY recommended that players familiarise themselves with SQUAD LEADER first!

### AH ADVANCED SQUAD LEADER RULES \*\*\*\*

Rulebook ONLY - a sturdy 3-ring binder with an impressive dust cover. Inside are 176 pages of text with 8 valuable data cards. Featured chapters are - Basic Infantry Rules, Terrain, Ordnance + Offboard Artillery, Vehicles, and Design Your Own (with complete German & Soviet equipment notes). This is an outstanding production with superb graphics! With an introduction and index. **\$75.00**

### AH ASL ANNUAL '90

Contains a plethora of scenarios & gaming essays. **\$22.00**

### AH BEYOND VALOR

Contains an extensive German & Russian force pool. 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. Top quality! **\$90.00**

### AH CODE OF BUSHIDO \*

Banzai charges and kamikaze tank-hunters - AT LAST! Presents chapter G - rules for the Pacific theatre, and the Japanese additions for chapter H. The counter mix is pure rising-sun material, the mapboards are a tangled labyrinth of jungle and swamp. 8 scenarios. Due Oct. **\$99.00**

### AH GUNG-HO! \*

More tropical mapboards, the remaining sections for chapter G, 8 scenarios, and an array of counters for the U.S. Marine Corps & Chinese nationalists. **TBA**

### AH HEDGEROW HELL

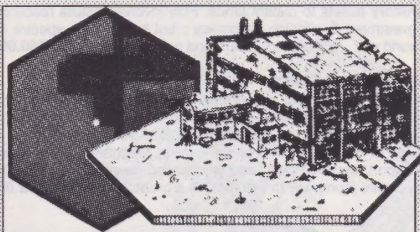
Deluxe ASL module - contains 8 west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. **\$75.00**

### AH HOLLOW LEGIONS

The Italian supplement. Components include two desert mapboards (#31 & 30), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pages) and N (4 pages). **\$60.00**

### AH PARATROOPER

Introductory ASL - details small unit actions of the 82nd & 101st Airborne Divisions in Normandy. Contains ALL the necessary counters and markers (478) for the 8 scenarios. Plus one (#24) mapboard and chapter K - a 24 page ASL primer! Note - players need mapboards #1 to #4. **\$50.00**



### AH PARTISANI

Recreates determined guerrilla operations against German forces and their allies - from the mountains of Greece to Russian forests and the streets of Warsaw. With 260 counters (axis allied infantry & support weapons), two 8"x22" mapboards (#10 & #32) and 8 scenarios. **\$40.00**

### AH RED BARRICADES

This Historical Module features the vicious & terrible battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters, and two 31"x45" map-sheets (with 1" inch hexes). There are seven standard ASL scenarios and a huge Red Barricades campaign. **\$60.00**

### AH STREETS OF FIRE - last chance to buy it!

Deluxe ASL module containing four 11"x26" urban mapboards (each with a large 2.2" hex grid) and 10 east-front scenarios. The big hexes make a welcome change. **\$70.00**

### AH THE LAST HURRAH!

The early years (1939 to '41) of WWII are recaptured with 8 challenging, and sometimes quirky, scenarios. With 2 mapboards (#33 plus a new #11) and 260 counters (containing Allied minor infantry & support weapons). **\$40.00**

### AH WEST OF ALAMEIN

1264 counters represent British vehicles, ordnance, support weapons and troops from 1939 to '45. Chapter F (18 pages) contains the rules for desert warfare, and British equipment is detailed for chapter H (28 pages). There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **\$99.00**

### AH YANKS

Obviously this is the American expansion set, it has 1048 counters that offer the usual plethora of AFVs, equipment and grunts. There are also four 8"x22" mapboards (#16-19), 8 scenarios, chapter E (26 pages of miscellaneous rules), and 18 pages of U.S. vehicle notes for chapter H. **\$65.00**

## JED EUROPE AT WAR

1-4 players command the economic and military growth of a European power from 1941 to 1945. With 282 counters and three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb, and political options (such as the assassination attempt on Hitler). **\$20.00**



## TSR EUROPE AFLAME

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. The mechanics include area movement, partisans, para's, garrisons, and production. With a 21"x35" mapboard and 236 counters. A great low-complexity variant on the grand-strategy theme. **\$65.00**

## JED FIELD MARSHAL

A well balanced hypothetical 'classic-WWII' style conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of an air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. With three 8"x22" mapboards. **\$20.00**

## AH HITLER'S WAR

The European & Mediterranean struggle. You decide war direction, production priorities and research. 520 counters, 16"x22" mapboard. A quick & colourful game, an ideal coffee-table sized simulation of European grand-strategy. This is an Avalon Hill re-print of a popular Metagame production. **\$50.00**

## AH NAVAL WAR

An amusing 'beer & pretzels' game of large fleet confrontations. 3 to 6 players collect an array of multi-national warships to use against enemy flotillas. 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. **\$25.00**

## TSR SNIPER!

Furious man-to-man combat set in the gruelling battlefields of WWII, Korea, the 'Nam, and modern Europe. 600 counters represent individual men and weapons, two double-sided 22"x34" maps provide the terrain - rugged wilderness on one side, urban sprawl on the other (2 metres per hex!). With 8 scenarios. Not as difficult as SQUAD LEADER. **\$50.00**

## TSR HETZER

Introduces rules for extended campaign play in SNIPER!, as well as the mechanics for close-combat vehicles. The 400 counters include seven nationalities and elite troops. 94 large templates provide a selection of AFVs, transports, and buildings. With two 33"x21" double-sided maps. **\$40.00**

## AH SQUAD LEADER

An award-winning, and still popular, tactical game of small-unit combat that spawned the monstrous ADVANCED SQUAD LEADER. 712 counters include support weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. A comprehensive simulation with 12 vicious scenarios. **\$65.00**



## AH CROSS OF IRON

An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, as well as new troop types (ie: elite) and support weapons. There are 8 scenarios, an 8"x22" mapboard, and 1096 counters. **\$60.00**

## AH CRESCENDO OF DOOM

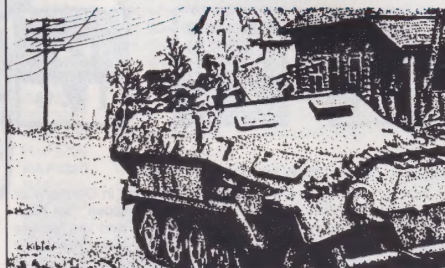
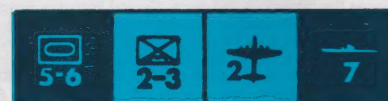
Introduces France & England to the system, as well as a host of minor nationalities including Poland, Belgium and Finland. With many new rules, 2 mapboards & 1324 counters. **\$60.00**

## AH GI: ANVIL OF VICTORY

Yep, it's the Americans, plus revised infantry counters for the other combatants. With more advanced rules, 14 scenarios, 1568 counters, 5 mapboards & some terrain overlays. **\$75.00**

## AH THIRD REICH 4TH Edition

A classic grand-strategy simulation. This tense & challenging game covers the military campaign in Europe and the Mediterranean from 1939 to 1945, with full historic integration and some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) and a 22"x32" mapboard (60 miles per hex). Includes 3 'short' scenarios. **\$60.00**



## AH GAMER'S GUIDE TO THIRD REICH

A 48 page magazine containing comprehensive articles on military strategies for each of the nations, advanced tactics, economic management, and diplomatic planning. **\$10.00**

## AH UP FRONT

Unique game of close combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. With 322 cards and 304 counters. Based on the SQUAD LEADER mechanics, but a little easier. **\$60.00**

## AH BANZAI

This expansion set introduces the English & Japanese forces. Features new rules for solitary play plus jungle warfare mechanics. With 80 cards, 63 counters & 12 scenarios **\$30.00**

## AH DESERT WAR

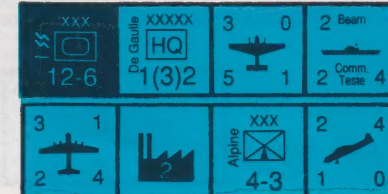
The 70 cards and 63 counters in this pack feature French and Italian forces. Includes new rules & comprehensive scenario reference charts for all of the UP FRONT combatants. **\$22.00**

## OME VICTORY IN EUROPE 2nd Ed. \*

A Corps/Army level game recreating the collapse of the Third Reich from Dec. 1944 to May '45. Germany's dramatic recovery from earlier defeats would ensure a bitter struggle. The mechanics feature post-assault reserves commitment, air support, sea movement, economic loss, and airborne operations. Includes a 22"x30" map and 400 counters. **TBA**

## ADG WORLD IN FLAMES 5TH Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific and European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. 30 nationalities are represented in the 1000 counter mix. For 2-6 players **\$55.00**



## ADG DAYS OF DECISION \*

1 to 7 players jockey for political & military pre-eminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, the Russo-Jap' & Sino-Jap' conflicts, an Italo-French struggle, etc. Features economics, coups, allegiances & elections. Includes new campaign rules for World in Flames plus more minor countries, etc. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, and more! **\$45.00**

## TSR WORLD WAR II 2nd Ed.

Grand strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to 1945. Includes air & naval operations, industrial production, and army command structures. The mechanics are quite detailed - each Seasonal Turn features 4 Phases & 10 Steps, while Monthly Turns have 6 Phases & 28 Steps! Components include 2 beautiful 23"x34" maps and 1200 counters (representing 19 nations). **\$80.00**





## NORTH AFRICAN

**JED THE AFRICAN CAMPAIGN 2ND Edition** \*  
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, and unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. **\$25.00**



**WES DESERT STEEL** \*\*\*  
Another title in the Tank Leader series. The basic mechanics have been expanded to cover desert conditions, vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A streamlined card-activation system adds more chrome to an already comprehensive, yet very playable, system. **\$65.00**

## WESTERN FRONT

**AH AIR FORCE** \*\*\*  
Aerial combat 1940-45: fighter duels, night bombing raids, ground support missions, etc. The 255 counters represent 30 aircraft types - from jet interceptors to heavy bombers. Three rather bland 10"x16" mapboards offer the players the deadly skies of Europe. Aircraft are rated for historic handling characteristics, firepower, damage resistance, and more. **\$55.00**

### AMBUSH! SOLITAIRE SYSTEM

AMBUSH! was designed specifically as a solitaire simulation. A fast-playing system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards per hex.

**VIC AMBUSH!** \*\*  
Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of materials & careful planning. The solitaire mechanics control the opposition's reactions. **\$60.00**

**VIC MOVE OUT!** Module 1  
60 new Character & Vehicle cards plus 11 missions. **\$30.00**

**VIC PURPLE HEART** Module 2  
13 missions, two 16"x11" maps and a larger 16"x22" map, 108 counters and 60 new Character-Vehicle cards. **\$55.00**

**VIC SILVER STAR** Module 3  
70 new Character & Vehicle cards, 9 missions, two 16"x11" maps and a larger 16"x22" map, plus 108 counters. **\$50.00**

**S&T#134 ANZIO BEACHHEAD** \*\*  
An operational level simulation of the Allied invasion of the Italian mainland near Rome. The American and British forces must struggle to extend their perimeters against increasingly desperate German resistance. Contains 200 counters and a 17"x22" map depicting the rugged terrain around Anzio. **\$12.00**



**AH B-17 QUEEN OF THE SKIES** \*  
**SOLITAIRE** Pilot a lone B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience. But agile fighters and thunderous ground fire rake the heavens with increasing ferocity. With 88 counters & an 11"x16" mapboard. Campaign play involves surviving the hazards of 25 bombing missions. **\$45.00**

**GRD BALKAN FRONT** \*\*\*  
**EUROPA** Reprint of 'Marita-Merkur' with modified maps & counters. Features the 1941 Axis campaign in Greece, Yugoslavia & Crete. Includes 'Second Front' edition Europa rules, two maps and over 800 counters. With bi-weekly turns, 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). **TBA**

**TGI BLOODY 110** \*\*\*  
Covers the first 2 days of combat for Bastogne's main arterial road between lead elements of the 2nd Panzer Division and the U.S. 1/110 Infantry Battalion. With two 22"x34" maps (125 yards per hex) & 800+ counters (infantry platoons/individual AFVs). Correct use of the combined-arms doctrine will ensure a lively contest. Includes a unique tactical morale system and a variable complexity Command-Control format. **\$55.00**

**TSR COBRA** \*\*  
Recreates the Allied invasion of Hitler's European empire. Victory depends upon the courageous, desperate struggles of both attack & defence along the bloody Normandy beaches. The Allies must break-out from the peninsula fast, whilst the Germans ruthlessly try to stem the growing tide of enemy armour & men. With two 22"x33" maps, 400 counters. **\$40.00**

**GRD FOR WHOM THE BELL TOLLS** \*\*\*  
**EUROPA** Complete simulation of the Spanish Civil War, 1936 to '39. Will feature the usual high Europa standards concerning historical accuracy and unit/map detail. This product will utilise the latest 'Second Front' edition rules, and should feature 900+ counters & 2 map sheets. Due early '91? **\$60.00**

**3W HITLER'S LAST GAMBLE** \*\*\*  
In a desperate bid to shatter the Allied advance and possibly gain the initiative, the Third Reich attempts to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive and authentic 'Bulge' simulation! The rules feature a wealth of optional material and exciting variants. With 800 counters & two detailed 21"x32" map sheets. **\$70.00**



**AH LUFTWAFFE** \*\*  
The U.S. bombing campaign's objectives were the destruction of key industrial & military targets. The Germans had to blunt the strike power of each mission with swarms of interceptors. Assets for both sides must be employed shrewdly, and a tense 'move/counter-move' strategy dictates play. From 1943 to '45. With 277 counters and three 8"x22" mapboards. **\$50.00**

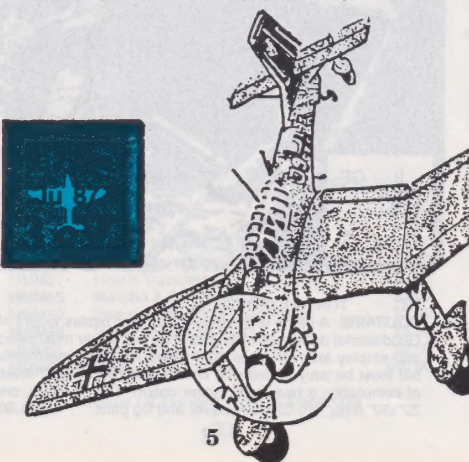
**VIC OPEN FIRE** \*\*  
**SOLITAIRE** The player commands a U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. Based on the AMBUSH! system. With six missions, each of which include enemy AFVs, AT guns, and infantry. 210 counters and a 22"x32" map (50 metres per hex). **\$75.00**

**AH PANZER LEADER** \*\*\*  
1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen. With 384 counters (platoon scale) and 4 geomorphic 8"x22" mapboards (250 metres per hex). Victory on the battlefield will only come with determined planning and the successful integration of all combat assets - from aircraft to infantry. 20 scenarios. **\$55.00**

**AH PANZER LEADER 1940 VARIANT** \*\*\*  
10 scenarios highlighting the tactical aspect of Germany's brilliant campaign in France. The British and French had superior AFVs, but their combined-arms expertise was inferior to German tactics. This simulation allows players to create a formidable combat team using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. **\$18.00**

**AH PATTON'S BEST** \*\*  
**SOLITAIRE** A campaign game that follows the fortunes of a single Sherman through the Allied drive into France & Germany. The tank crew start out 'green' and, if they survive, become grizzled veterans - the mechanics utilise a similar format as 'B17'. With 218 counters, a 22"x24" mapboard & 17 tank-data cards representing Sherman development. **\$60.00**

**WES R.A.F.** \*\*  
**SOLITAIRE** The Battle of Britain, the survival of a nation: one player controls the R.A.F. whilst the game system pilots the bombers & fighters of the Luftwaffe. Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the best solitaire gaming system available on the market. Each game is difficult, and plays differently. **\$55.00**



**AH RAID ON ST. NAZAIRE** \*\*  
**SOLITAIRE** Covers the daring British commando raid on a German-occupied French port. With 260 counters and a great 16"x33" mapboard. The mechanics allow for tense squad-level combat where certain objectives must be eliminated within a tight schedule. The player controls the raiders. **\$60.00**

**GRD SECOND FRONT** \*\*\*  
**EUROPA** Still (!) in the play-test phase, so don't expect it before late '91. It will cover the Allied invasion of Italy and France, followed by the slow collapse of Hitler's empire. The maps should link up with those in FIRE IN THE EAST. **TBA**



**VIC SHELL SHOCK** \*\*\*  
2 player game of close combat adapted from the AMBUSH! system. Before play the opponents build & equip their squads, & purchase Light or Heavy assets (from barbed wire to artillery support). There are 6 European scenarios, each of which change with every new game. With 5 maps and 540 counters. The mechanics include hidden defense, engineers, AFVs, mines, 'combat saavy', random events and fate. **\$80.00**

**AH STORM OVER ARNHEM** \*  
700 British paratroopers vied for five bloody days with the Wehrmacht and SS for control of the Arnhem Bridge site. With 224 large counters (each represents 12 men or 2-3 vehicles) and a 22"x32" mapboard (1 inch = 100 feet). The game uses area movement & features constant player interaction. **\$50.00**

**AH THUNDER AT CASSINO** \*\*  
Covers eleven ferocious days of the third battle for Cassino between the tenacious 1st Fallschirmjäger & Commonwealth troops. The mechanics feature alternating fire or movement impulses that create an action-reaction sequence of phases. 478 counters & 22"x24" 'area movement' mapboard. **\$60.00**

**JED THE WAR AT SEA** \*  
A great introductory game of the naval war between the British, German, Italian, and Russian fleets. 117 large counters represent individual vessels, while two 18"x12" mapboards cover the European and Mediterranean waters. Features very simple game mechanics, but more experienced gamers can enjoy the quite subtle, cunning tactics required to win. **\$25.00**

## EASTERN FRONT

**TSR DRIVE ON STALINGRAD** \*\*  
Southern Russia, with its vast oil reserves and open steppes, was an ideal area of operations for the '42 German summer blitzkrieg-style offensive. This period was to be the watershed for the war - determining the fate of the Third Reich. Operational level game, 600 counters & two 22"x34" maps. **\$45.00**

**OME EASTERN FRONT SOLITAIRE** \*\*  
**SOLITAIRE** Strategic campaign game that features unique area movement rules & variable unit strengths. The Germans units represent infantry armies, panzer corps and army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies and garrisons. A playable yet challenging simulation. With a 23"x31" map and 200 counters **\$45.00**



**COA EDELWEISS** \*\*\*  
The invasion of the Caucasus, '42. Two German armies race towards the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation that features excellent mechanics & detail. With several scenarios and a campaign game that includes options to the historic order of battle. 720 counters & four outstanding 22"x34" maps. **\$60.00**

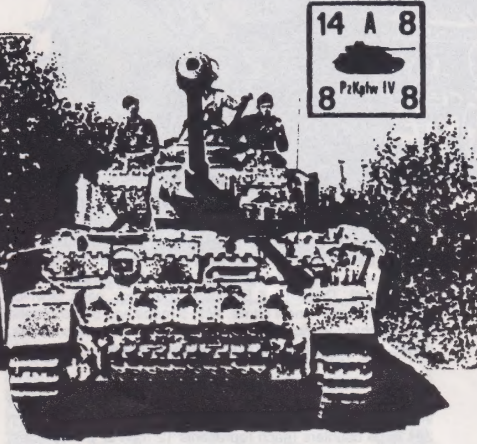


**GRD FIRE IN THE EAST** \*\*\*\*  
**EUROPA** Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones, and much more. 2500 counters and six 21"x27" maps. Magnificently detailed grand strategy game. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). An incredible simulation for the truly dedicated gamer! **\$140.00**

**GRD SCORCHED EARTH** \*\*\*\*  
 Barbarossa 1942-'44, expansion set for FIRE IN THE EAST. New rules, three new maps and 3840 (!) counters. A truly monstrous game of exquisite detail. **\$149.00**

**GRD THE URALS** \*\*\*\*  
 Boxed expansion set for SCORCHED EARTH and FIRE IN THE EAST. With 4 new maps, revised rules, a '43 Kursk scenario, off-map charts, and complete O/Bs & O/As. **\$45.00**

**AH PANZERBLITZ** \*\*  
 From blitzkrieg to bloody quagmire, the panzers of both Germany & Russia were the most decisive of their tactical weapons - they became the feared knights of the mechanical battlefield. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic simulation that has withstood the test of time. **\$60.00**



**JED RUSSIAN CAMPAIGN Series II** \*  
 This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought game - great value. **\$25.00**

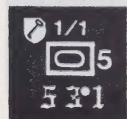
**AH RUSSIAN FRONT** \*\*  
 Yet another epic clash between Hitler's eager, ruthless divisions and Stalin's fierce hordes. Includes basic, advanced and optional mechanics. Contains 3 scenarios plus the obligatory campaign. Covers the land, sea and air battles. Components include 518 counters and beautiful 32"x22" mapboard. **\$60.00**

**GDW THE GREAT PATRIOTIC WAR** \*\*  
 A fast-playing simulation of huge mechanised offensives and vicious winter counter-attacks on the bloody battlefields of the east. With 5 scenarios and a long campaign - from the drive on Moscow, to the fall of Berlin. Contains 240 counters & two 22"x16" maps. Plus a free introductory-level game! **\$55.00**

**AH TURNING POINT: STALINGRAD** \*\*  
 Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won this infamous city in the whirlwind opening days of battle, only to be turned back by valiant resistance from the last few defenders. Features a unique battalion-level combat system, variable day-night impulses, area movement and a high solitaire suitability. With a lavish 16"x44" mapboard and 394 counters. **\$60.00**

**AH STALINGRAD EXPANSION KIT** \*  
 Contains 96 counters and 120 game markers. The units in this 'kit' are included in the original game's Order of Battle - yes folks, Avalon Hill wants more of your money! **\$12.00**

**COA THE LAST VICTORY - UNBOXED** \*\*\*  
 In early 1943 the Russians thundered towards Kharkov, and the Dnieper beyond. Army Group South was threatened with isolation. Hitler, fearing another Stalingrad, dispatched Manstein with an elite force of SS panzers and the Gross Deutschland division. Manstein's skill and cunning was reminiscent of earlier campaigns, and a German victory became a possibility. Components include 1080 counters and four 17"x22" maps. The mechanics are historically accurate and detailed. **\$40.00**



**GRD WINTER WAR** \*\*  
**EUROPA** Covers the lumbering Russian invasion of wily Finland, from Dec. 1939 to March '40. This simulation is going to be the Europa primer - utilising simplified rules and standard scales to teach beginners the mechanics. Due early '91? **TBA**

## PACIFIC THEATRE

**VIC BATTLE HYMN** \*\*  
**SOLITAIRE** Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an 'intelligent' manner. With 17 scenarios, 218 counters, three maps (10 yards per hex), and 90 character-vehicle cards. Uses the same popular solitaire system as AMBUSH! **\$70.00**

**VIC LEATHER NECK** \*\*  
**BATTLE HYMN** expansion set. With four comprehensive missions, new rules (plus errata), 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. **\$45.00**

**OME BATTLE OF LEYTE GULF** \*  
**SOLITAIRE** This game will utilise the same system as the Philippine Sea version below. Of operational level. **TBA**

**OME BATTLE OF THE PHILIPPINE SEA** \*  
**SOLITAIRE** The player controls the US forces while an uncomplicated Operational Events Booklet is used to develop a realistic enemy situation. Sound tactical judgement must be employed to defeat the sly ploys of the Japanese fleet. **TBA**



**VIC CARRIER** (due Nov.) \*\*\*  
**SOLITAIRE** No doubt based on the system from Tokyo Express, the theme for this simulation is the carrier-orientated battles in and around Guadalcanal and the Solomons. **\$70.00**

**OME CARRIER WAR** (due ?) \*\*\*  
 Covers the war in the Pacific from Dec. 1941 to April '44. This is a strategic/operational level campaign game that includes Allied and Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, amphibious & air-borne operations, intelligence, and solitaire options. With 3 levels of complexity, 800 counters and a 22"x30" map. **\$60.00**

**OME CARRIER WAR EXPANSION KIT** \*  
 Extends the duration of the Pacific campaign through to May 1946. Contains 400 counters, plus new rules, additional play aid cards & scenarios - including an alternate history exploring a lower level of US pre-war naval construction. **TBA**

**AH FLAT TOP** \*\*\*\*  
 An exhaustive and tense simulation of the Solomon Sea naval battles in 1942. The hidden movement and aircraft endurance systems put immense pressure on the players - and mistakes are ruthlessly exploited as fleet Task Forces & carrier-borne aircraft probe the ocean for targets. With 5 scenarios, 1300 counters (some hypothetical) and a 28"x44" mapboard. **\$65.00**

**AH MIDWAY** \*  
 Midway was the turning point in the Pacific war. With 3 levels of play. Uses a nail-biting hidden-movement system whereby players must send aircraft on 'Search & Destroy' missions to flush out enemy vessels. Contains 235 counters, a 14"x22" Search-board and a 14"x22" Battle-board. **\$40.00**

**VIC PACIFIC WAR** \*\*\*\*  
 An epic campaign game of the Allied struggle against Japan, from 1941 to '45. Victory will depend on vast fleet engagements, furious island invasions and careful resource management. Features 2340 counters and two 22"x32" maps. This is a comprehensive simulation of bold strategic operations and fanatic defenses. A very serious historical analysis. **\$99.00**



**VIC TOKYO EXPRESS** \*\*\*  
**SOLITAIRE** A game of the desperate naval battles fought off Guadalcanal during nightfall in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a two-player game option, 676 counters, one 22"x32" map, 120 Gunner cards, and log pads. **\$70.00**

**AH VICTORY IN THE PACIFIC** \*  
 A 'WAR AT SEA' style game set in the Pacific: 1941-'45. The mechanics are fast-flowing and entertaining, allowing players to concentrate on the vicious land, air & sea battles. Contains 318 large counters representing individual ships, army corps, bases, and air groups. Plus a 22"x28" mapboard. **\$50.00**

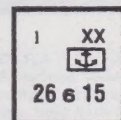
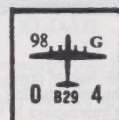
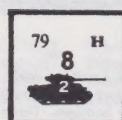
## POST WORLD WAR II

**WES JUNTA** \*\*  
 2-7 players compete for the coveted position of El Presidente of La Republic de los Bananas. The game features a rich cocktail of intrigue & power politics - with extravagant Swiss bank accounts, revolutions, coups, assassins, factions, etc. Players will need to bribe, beg & intimidate each other as they jostle desperately for ultimate power. Everything, from the church & media groups, can be used to gain an advantage over opponents. With a map, money, cards & counters. **\$55.00**

**AH KREMLIN** \*\*  
 3 to 6 devious players attempt the treacherous climb up to the political pinnacle of the Soviet Politburo. Power politics have never been so brutal yet humorous, as ambitious ministers lie, cheat & bully for the position of Party Chief. A paranoid respect for personal health (and a fear of Siberian salt mines) will keep everyone on edge, waiting for the sudden back-stab from a supposed comrade. A satirical boardgame. **\$50.00**

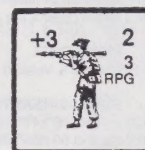
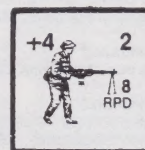
**AH KREMLIN - REVOLUTION** \*  
 Play starts with the 12th Party Congress of 1923. Contains 34 new Intrigue cards plus 26 historic personality cards. **\$20.00**

**VIC (THE) KOREAN WAR** \*\*  
 Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN air-drops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower & guile is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. **\$60.00**



**COM MISSISSIPPI BANZI** \*  
 From the publishers of the excellent Command Magazine - this is a zippock game featuring 300 counters and a 22"x34" map. The Germans & Japanese have conquered the entire globe, now comes the final challenge - a titanic clash of arms between these two superpowers for total world domination! The Japanese begin the offensive in America. **\$35.00**

**COM NATO, NUKES & NAZIS** \*  
 The 3rd Reich manages to achieve a military stalemate in Europe, thus allowing the Nazi state to survive in central and eastern Europe. A Cold War develops between the Allies & Berlin, and the West forms the NATO alliance. In 1992 war erupts again in Europe as the Germans strike for final mastery. With 400 counters & 22"x34" map in a ziplock bag. **\$35.00**



**AH PLATOON** \*  
 An introductory level game set in the steamy, tangled jungle depths of Vietnam. Players must utilise squad-level tactics as their troops stalk the enemy. With 152 large counters (individual soldiers) and two 11"x14" mapboards. The easy to read rulebook includes weapons tech information. **\$40.00**

**GDW RED EMPIRE** \*  
 A card game that duplicates the cunning and treacherous contest for power in the Russian political hierarchy. Factions that include party, military & KGB leaders lust viciously after the General Secretary card. But the dreaded Regional Crisis cards can ruin any General Secretary's day, and even plunge the country into a maelstrom of social conflict. **\$25.00**

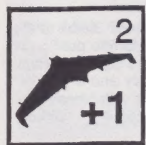


**3W SS AMERICA** \*  
 Germany, having swept aside all opposition in Europe, now concentrates its military might against an exhausted America. The elan and hard-won experience of Hitler's elite mechanised divisions is matched by the tenacity and desperate ferocity of the defenders. Further details of this product will be provided in the next catalogue. **TBA**



## GDW TEST OF ARMS

Covers the many 'small', but vicious, wars that have engulfed the 3rd World since 1950 - from Korea, the Arab-Israeli wars, and the Iran-Iraq struggle, to Nicaragua. With 29 scenarios set in 11 international flash-points. Full air-ground integration, with air-to-air combat and chemical weapons. Contains 480 counters and six 11"x16" maps. **\$55.00**



## 3W TOMORROW THE WORLD

It is 1948, the world is divided between the victorious armies of Germany and Japan - now these two monolithic empires and their foreign legions prepare for the ultimate conquest: total global domination! The Axis & Imperial forces feature land, air, and naval assets. Optional rules provide for national rebellions & nuclear strikes. With 5 scenarios, 400 counters, a 22"x34" mapsheet plus an 8-page alternative history! **\$40.00**

## VIC VIETNAM 1965-1975

Total domination in this war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require very careful planning to win, as the game mechanics include these many difficulties that the combatants faced. 780 counters & two 22"x32" maps. **\$50.00**

# WORLD WAR THREE

## WES AIR & ARMOR

Around Wurzburg a massive Soviet armoured drive is arrested by a determined U.S. defense - artillery & helicopters pound the rear echelons of an attacking Soviet Guards Division while dug-in AFVs spray the leading T-80s with missile & cannon fire. With 10 scenarios, complex command-control rules, hidden formation strengths, 600 counters (company & regiment scale), and a 22"x34" map (1 mile per hex), chemical weapons, electronic warfare and military doctrines. **\$55.00**

## WES AIR CAV

Tactical helicopter combat in Europe and the Mid East. Flights of sleek attack choppers hug the contours, waiting for the prowling scout unit to paint the enemy armour with its array of lasers. With 8 scenarios, 2 campaign games, 400 counters and two 22"x34" maps. The counters represent individual helicopters and vehicles, or squad-sized infantry units. Features the latest (and near-future) in military hardware. **\$55.00**

## OME AIRLAND BATTLES

An American forward deployed corps (and follow on reinforcements) is pitted against a Soviet combined arms army supplemented by a second echelon tank army. Units are at brigade or regiment scale with air, artillery, electronic, engineer, chemical, and missile support elements. Endeavors to simulate the coordination & sequencing of all combat assets. With 600 counters and a 21"x32" mapsheet. **\$40.00**

## GDW AIR SUPERIORITY

A superb simulator of modern tactical aerial combat. The 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the F-19A Stealth Fighter. Contains four 10"x15" maps, 30 scenarios (3 solitaire), and outstanding game mechanics. A very popular product, and understandably so! **\$55.00**

## GDW AIR STRIKE

A supplement for AIR SUPERIORITY that introduces air support & ground strike missions (bomb runs, tank-busting, and the like), speciality aircraft and anti-aircraft defense systems. With new rules, 480 counters (32 new aircraft & 38 AA types), six 10"x15" maps and 25 scenarios. **\$55.00**



## GDW DESERT FALCONS

24 tense and explosive scenarios over the Middle East, the unforgiving proving ground of modern air combat tactics. Set from the 1950s to the 1980s. Includes optional & advanced rules, 120 counters, and 24 new aircraft Data Cards. **\$18.00**

## GDW GUNSLINGER

1950-75 scenarios featuring jet-fighter duels over the bloody battlefields of Korea and Vietnam. It seems that this boxed set can be played without AIR SUPERIORITY. Due Nov. **\$55.00**

## GDW BATTLEFIELD: EUROPE

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed resentment and desire to reconstitute ancient borders. Contains 15 scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. Uses the same award-winning system as TEAM YANKEE. With four 11"x17" maps, and 700 counters. Due Oct? **\$50.00**

## GDW CAPTAIN'S EDITION HARPOON

Each ship is represented by an illustrated card, with data on offensive armaments, defense, electronics & movement. The mechanics are basic, but this allows the players to concentrate on strategy. Play is fast and attrition is high, as aircraft, missile salvos, subs & cannons pepper enemy task forces. With a 17"x22" map, cards, counters & plastic aircraft. **\$60.00**

## VIC CENTRAL AMERICA

South American Gun-ship diplomacy, from guerrilla incursions, covert & insurgency operations, to full military confrontations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Has 16 scenarios. **\$70.00**

## OME ESCAPE AND EVASION

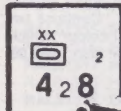
**SOLITAIRE** A simulation that covers the actions of a downed pilot behind enemy lines. Set in a war-torn Europe of the 1990's; the player must evade detection whilst awaiting a rescue mission, or attempt to return to friendly lines alone. A Scenarios Events book allows variable situation development whilst a Tactical Events book resolves all the action. **TBA**

## AH FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over modern Europe. The rules allow for both solitaire dogfights & complex, multi-flight engagements. With fast-playing mechanics, 520 counters (featuring over 200 aircraft types) and an AMAZING 22"x32" mapboard **\$70.00**

## VIC GULF STRIKE 1990 3RD Edition

The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one multi-role force, as victory cannot be attained without this tripartite integrity. Contains 1040 counters (with units from 16 nations), four maps, multiple regional scenarios, and the update kit described below. **\$80.00**



## VIC DESERT SHIELD

An expansion kit for Gulf Strike that covers Iraq's invasion of Kuwait, and the American response. Covers the military options available to both nations, and includes new rules (such as 'decapitation' strikes & nuclear/chemical warheads) plus 200 counters. Hopefully this won't be prophetic! **\$20.00**

## TSR HUNT FOR RED OCTOBER

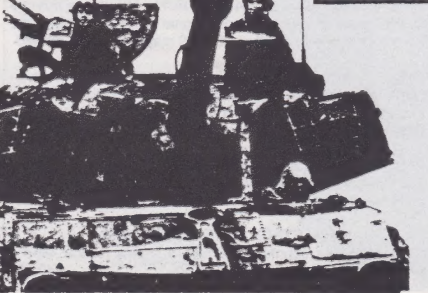
The U.S. fleet must safeguard the vital sea supply link to war-torn Europe, whilst the Soviets try desperately to sever this important logistical route. This is a game of modern naval combat between individual ships in the North Atlantic. It contains a 21"x36" mapboard, 144 double-sided ship/sub counters, 160 smaller aircraft (etc.) counters, & 8 scenarios. **\$65.00**

## OME LAST BATTLE FOR GERMANY

An operational simulation of a Warsaw Pact invasion of the West in the 1990's. Includes air support, electronic warfare, chemical/nuclear strikes, political events, weather, supply, refitting, NATO multinational restrictions, urban defense, War-Pac restructuring, and more. Contains a 22"x30" map, 1200 counters and three scenarios. **TBA**

## 3W LIGHT DIVISION

Iranian forces blockade the Strait of Hormuz, whilst their leaders initiate a savage terrorist campaign against America. The U.S. responds in kind by dispatching the RDF's airmobile & Marine divisions to the Gulf. Game mechanics include air and naval elements, special forces, plus Soviet intervention. 5 scenarios, 400 counters, and a 22"x34" mapsheet. **\$50.00**



## GDW LAST BATTLE

Post Holocaust battles in a war-ravaged, & socially stagnant, Europe. A desperate, bloody struggle for survival between the remnants of once great armies. Rules include detailed vehicle damage, plus leadership & unit cohesion. With 302 counters (individual soldiers & vehicles), 64 vehicle cards, six geometric 11"x17" maps and nine frightening scenarios. **\$55.00**

## OME MAIN BATTLE AREA

Combined arms warfare between Soviet/US Battalions and regiments. Unit scale is at platoon/section level. With four stages of rules complexity that cover everything from thermal night sights & FASCAM minefields, to subordinate leader initiative. Contains 600 counters and a 21"x30" map. **\$55.00**

## 3W MODERN NAVAL BATTLES

A great card game for 2 to 6 players, where fleets are created using vessels from America, England, France, and Russia. This is a fast-playing & very entertaining tactical representation of sea-borne combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship & 120 Action Cards. **\$35.00**

## 3W MODERN NAVAL BATTLES II

The campaign version of MODERN NAVAL BATTLES. Contains 110 new ship cards, 60 action cards including 8 new types, and 7 war zone displays that enable you to pit national fleets against one another. The emphasis is on action and enjoyment, with a myriad selection of strategy options. **\$40.00**

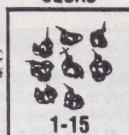
## 3W MODERN NAVAL BATTLES III

Following the success of MODERN NAVAL BATTLES in the American market, 3W has released yet another expansion set for the series. This boxed game will feature new rules and extra cards for updating the world's fleets. A more detailed description will appear in the next catalogue. **\$45.00**

## AH MBT

A detailed, yet fast moving, squad-level game based on a near future conflict in Germany. 436 counters (utilising vehicle data cards) feature the latest APCs, AFVs, choppers, artillery units and aircraft from the US, USSR and Germany. Players create and deploy platoon, company & battalion sized formations. With four 8"x22" mapboards (100 meters per hex), three levels of complexity, and complete TO&E's. **\$70.00**

## SQUAD



## VIC NATO: THE NEXT WAR IN EUROPE

The massive Warsaw Pact army surges like a monolithic engine of the apocalypse into the heart of Western Europe and NATO's steel jaws. Only the flexibility of a mobile defense tempered with tactical air superiority can hope to arrest the Soviet's momentum. Still a good game, despite the improved political climate. With 390 counters, 22"x32" mapboard. **\$40.00**

## OME RANGER

**SOLITAIRE** Modern patrolling in a jungle environment. Begins with mission allocation then planning, and concludes when the objectives are met, or the patrol is eliminated. 25 scenarios cover multi-role troop insertion, ambush, raid & recon operations. A realistic and rewarding simulation. **\$40.00**

## AH TAC AIR

U.S. & West German forces must stem a Warsaw Pact invasion through the Hof Gap. This is a mobile combined arms air-land game. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries), and a 32"x22" mapboard (1 mile/hex). Certainly this is one of the better WWII simulations. **\$70.00**

## GDW TEAM YANKEE

American and Soviet tank companies clash in Europe. Rules include artillery, chemical warfare, morale & air support. With 8 scenarios, 260 counters and four 13"x20" maps (100 yards per hex). Mechanics are designed for beginners, and stress the tactics of combined arms warfare. The Soviets have numbers & firepower, while the U.S. has the advantage of speed & technology - the players add strategies & leadership. **\$60.00**

## GDW THE GATHERING STORM

Europe in the 1990's - the Warsaw Pact has disintegrated under the pressure of political upheavals, and NATO is disbanded as squabbling Western nations revert to spheres of isolation. Then things get nasty as France, Germany, Russia and a combined UK-US force confront each other in a hi-tech struggle for the domination of the continent. Due ? **\$70.00**



**TSR RED STORM RISING** \*\*  
The nightmare begins: Russian mechanised armies are unleashed upon the West. Massive armored spearheads are driven deep into Central Germany. NATO can do little but exhaust the enemy's strength against a mobile defense - the fate of the world hangs in the balance! Features ground and air elements from the US, USSR, UK, France, & West Germany. 21"x35" mapboard and 305 artistic counters. **\$45.00**

## THE FLEET SERIES

**VIC SIXTH FLEET** \*\*  
The first product in Victory's superb naval combat series. Covers surface and air operations in the conflict-scarred Mediterranean. A detailed yet quite playable system of sea-borne confrontations. 644 counters (representing 16 nationalities), plus two 22"x32" maps. With 14 scenarios/campaigns. **\$75.00**

**VIC 2ND FLEET** \*\*  
Simulates tactical naval combat between individual ships, submarines and groups of aircraft in the North Atlantic. NATO must ensure that its ocean supply-lines remain open. Has three levels of complexity. With 644 counters (from 7 nations) and two 22"x32" maps (46 miles per hex). **\$70.00**

**VIC 7TH FLEET** \*\*\*  
Strategic naval and air operations in the Far East - the Soviet fleet lashes out at Japan and her neighbors. With revised and updated mechanics. Very comprehensive in its detail, but not unwieldy. Contains 740 counters (representing 11 nationalities, including Australia.) and three 22"x32" maps. **\$80.00**

**VIC FIFTH FLEET** \*\*\*  
An Indian Ocean adventure: the Soviets blockade the Persian Gulf, starving the US & Allies of vital oil shipments. Includes the variable alliances of India, Iran, and Indonesia. With 740 counters (from 21 nations), which includes 5 Australian vessels and an F111 unit, plus three 22"x32" maps. Features 9 scenarios & 3 campaigns. Damn good, but expensive! **\$80.00**

**VIC THIRD FLEET** \*\*\*  
Covers the North Pacific, the volatile Caribbean & the eastern Atlantic. Each unit in the game is carefully evaluated in 10 different areas of naval combat. Players face the daunting task of protecting their forces from the devastating fire-power of modern naval weapons & the deadly aerial gunslings. With 740 counters, three 22"x32" maps & 12 scenarios. **\$70.00**

## SUPREMACY

**SUP SUPREMACY** \*  
Two to six megalomaniac players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is achieved thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as damaging as a naval blockade. Rules are simple, thus restraining the luck factor. With a 30"x20" gameboard, a wad of high denomination notes, 65 Resource cards, various aids, and a mass of plastic markers (for armies, fleets & nuclear strikes). **\$90.00**

**SUP RESOURCE DECK TWO**  
Contains 65 cards that change the economic and strategic values of territories. Resources can now be located in unexpected areas, thus transforming global planning. **\$20.00**

**SUP THE FIELD MARSHALL'S HANDBOOK**  
An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a two player system, and tournament rules. **\$20.00**

**SUP WARLORDS & PIRATES OF THE NEUTRAL ZONES**  
Neutral territories & seas now become the domain of militant regional forces. These powers accrue funds from players, and may purchase nukes & L-stars. With markers. **\$20.00**

**SUP NEUTRON BOMBS & KILLER SATELLITES**  
New, and much more powerful, strategic weapons that will directly affect a player's military posture & readiness. With 348 plastic markers - includes Solos & Spaceports. **\$40.00**

**SUP THE MIDDLE POWERS**  
Introduces 2 new powers - the federation of Australasia and the Dominion of Canarctica. Changes the global strategic balance & allows 2 more players. With 216 markers. **\$30.00**

**SUP THE HIGH TECH EDGE #1**  
New movement and combat features for conventional forces - armies & navies. Secret research/development can be used to enhance forces, or economies. With 80 cards. **\$30.00**

**SUP THE HIGH TECH EDGE #2**  
Increases the power/range of the strategic forces: nukes, L-stars, neutron bombs & killer sat's. These improvements can be used for military or financial gain. With 160 cards. **\$40.00**

**SUP UNCONVENTIONAL FORCES**  
Players can now use assassins, spies, saboteurs and secret weapons to kill enemy leaders, steal top secret information, destroy an opponent's supply/resources, or win wars. **\$30.00**

**SUP FORTUNA**  
Features new rules & a card deck titled: 'News, Rumours or Acts of God' - these include nature's fury, labor strikes, money market upheavals, coups, tributes, plagues, etc. **\$30.00**

**SUP BOOMER SUBS**  
First product in the 'Miniatures of War' series - a blister pack containing ten 58mm submarine models. Due Nov. **TBA**

**SUP MAIN BATTLE TANKS**  
A boxed expansion set containing 40 detailed metal tanks, and rules for their deployment. Due Nov? **TBA**

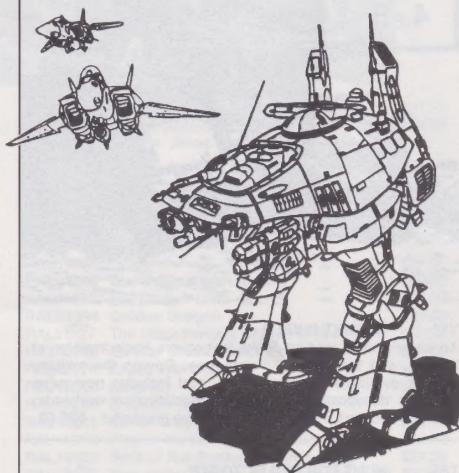
## SCIENCE FICTION

**LEA ALIENS** \*\*  
A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a 'Xenomorph' (bug-hunt!) report. The game has 3 deadly scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. The rules are simple, but ferocious, and include solitaire mechanics. **\$50.00**

**LEA ALIENS EXPANSION** \*\*  
Includes new rules (face huggers, backup weapons, etc) and scenarios, plus a 33"x17" map of the Alien Queen's labyrinthine nest - a maze of tunnels wherein lurk a veritable horde of terrifying beasts, all eager for some tasty marines! **\$30.00**

**LEA THE COLONISTS' LAST STAND** \*\*  
A gallant, and very desperate, defense of Hadley Station by terrified researchers, technicians & families. The aliens must be delayed until a Colonial Marines combat team arrives. **TBA**

**IRO ARMORED ASSAULT** \*\*\*  
Future tactical combat between hi-tech weapon-systems, including ocean vessels, submarines, tracked AFVs, armored walkers, grav tanks, artillery, aircraft, power armor infantry, and more. With three levels of complexity. Contains two rulebooks, 610 counters (including 130 full colour vehicle counters) & four 17"x22" maps (100 meters per hex). **\$60.00**



**IRO ARMORED RESERVES**  
80 page compendium of new combat vehicles, power armour & aircraft. With 160 colour counters + 10 scenarios. **\$28.00**

**WES BATTLE FOR ENDOR**  
**SOLITAIRE:** Just like the movie - silly little furry critters, armed only with stone-age weaponry, manage to route an entire legion of Stormtroopers! The Rebels must shut down a generator that is fueling the Death Star's Energy Shield. With a 33"x22" mapsheet, 62 stand-up counters (heroes, Walkers, Speeder Bikes, Catapults, etc) and 42 illustrated cards. **\$55.00**

## BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs - huge hi-tech weapon platforms bristling with an array of powerful armaments and piloted by the military's elite - men and women who are the new knights of the battlefield.

**FAS BATTLETECH 2nd Print.** \*\*  
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water and the remnants of a lost technology. 48 colour 'Mech counters, 120 other counters, and two 22"x18" maps. The second printing contains the Battletech Manual. **\$35.00**

**FAS CITYTECH**  
Urban combat rules for BATTLETECH. Introduces infantry and an array of futuristic conventional fighting vehicles. 256 full colour counters and two 22"x17" maps. Boxed. **\$50.00**

**FAS AEROTECH** (needs BATTLETECH MANUAL to play!)  
Completes the futuristic battlefield by introducing atmospheric and orbital air combat using Aerospace fighters and Dropships. With 224 counters and a 22"x36" map. **\$18.00**

**FAS BATTLETECH REINFORCEMENTS**  
110 full-colour, back printed, heavy stock, 5.5cm 'Mech counters with stands. Includes game record sheets. **\$40.00**

**FAS BATTLETECH REINFORCEMENTS II**  
Contains colour counters and record sheets for the 'Mechs featured in the Tech' Readout #3050. **\$40.00**

**FAS BATTLEFORCE** \*\*  
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. **\$60.00**

**FAS THE SUCCESSION WARS** \*\*  
Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 battletech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game with bloody confrontations, mighty alliances, and terrible deceit! **\$60.00**

**FAS BATTLETROOPS** \*\*  
A fast simulation of tactical small-unit actions in the urban environment. Two or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. **\$45.00**

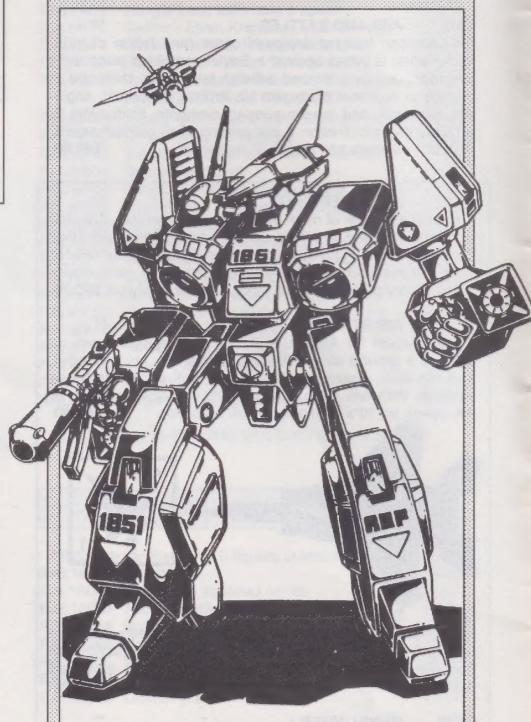
## BATTLETECH SCENARIOS

**SOERENSON'S SABRES** 20 scenarios **\$18.00**  
**THE GALTOR CAMPAIGN** Between Davion & Kuria **\$18.00**  
**ROLLING THUNDER** 16 BATTLETECH scenarios **\$18.00**  
**THE KELL HOUNDS** 11 BATTLETECH scenarios **\$15.00**  
**MORE TALES OF THE BLACK WIDOW** - The feared merc' leader Natasha Kerensky faces the Clan invaders **\$18.00**  
**THE BATTLE FOR TWYCCROSS** 15 scenarios **\$18.00**

## BATTLETECH SUPPLEMENTS

**THE BATTLETECH COMPENDIUM** Rule clarifications, new game mechanics, hard data on Star League/Clan technology, plus a system for miniatures & more. **\$30.00**  
**BATTLETECH 20 YEAR UPDATE** The Inner Sphere has changed - new alliances rule the stars while bitter confrontations ruin worlds. It is the beginning of the Clan wars. **\$22.00**  
**TECHNICAL READOUT #1 3025** Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, etc. **\$25.00**  
**TECHNICAL READOUT #2 3026** Details on infantry weapons, personal equipment, AFVs, surface ships, etc. **\$25.00**  
**TECH READOUT #3 2750** Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. **\$25.00**  
**TECH READOUT #4 3050** Tech information on the Clan invader's equipment, and the desperate Inner Sphere **\$30.00**  
**BATTLETECH MAP SET** Six 22"x18" maps **\$40.00**  
**DROPSHIPS AND JUMPSHIPS** A wealth of historical & statistical detail on the deep-space/orbital transports. **\$30.00**  
**THE BATTLETECH MANUAL** A complete source of the rules from BATTLETECH, CITYTECH & AEROTECH. **\$15.00**  
**CAMO SPECS** Regimental painting guide. **\$12.00**  
**PLASTECH** Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the BATTLETECH map sets. **\$27.00**

See **MECHWARRIOR** (in Role-Playing section) for more.



## BATTLETECH NOVELS

**THE SPIDER & THE WOLF** Graphic Novel with 2 scenarios and a messy bar-room brawl boardgame! **\$8.00**  
**THE PRICE OF GLORY** **\$10.00**  
**WARRIOR: EN GARDE** **\$10.00**  
**WARRIOR: RIPOSTE** **\$10.00**  
**WARRIOR: COUPE** **\$10.00**  
**HEIR TO THE DRAGON** **\$10.00**  
**LETHAL HERITAGE** Blood of Kerensky **\$10.00**  
**BLOOD LEGACY** - Blood of Kerensky (due ?) **\$10.00**  
**SHRAPNEL** Short stories - illustrated in colour. **\$35.00**



**TSR BUG HUNTER (SNIPER!)** \*\*  
When Predators attack an isolated planet outpost or board a starship, it's up to the Frontier Tactical Service to hunt them down! This is man-to-alien tactical combat with 400 counters, and nine 16"x10" ship and Outpost maps. Rules include hostile atmospheres, Predator swarms, vehicles, probes, multiple weapons, Predator powers, and much more. **\$33.00**

## CAR WARS

**STE CAR WARS DELUXE** \*\*  
Automobile combat on the freeways in the year 2040. Players design armored and armed vehicles, then employ them to wreak havoc and bloody vengeance on the road. With 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks and motorbikes. **\$55.00**

**STE BOAT WARS** \*\*  
Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft and aquabikes. With four 21"x32" maps, templates, turning keys, and 100+ colour counters. Includes sharks and other aquatic menaces, plus nifty Uncle Al gadgets (like explosive duck decoys)! **\$40.00**

### CAR WARS SUPPLEMENTS

**CAR WARS- It's back!** The cheaper mini-box version. **\$20.00**  
**CAR WARS CARD GAME** - A fast-playing and supposedly very entertaining bear 'n' pretzels style game. Due? **\$30.00**  
**AERODUEL** - Air Wars, due sometime in the next decade... I think! **\$40.00**

**CAR WARS TANKS** - The title is rather self-explanatory... boxed - due Nov, I think! **\$40.00**

**CAR WARS COMPENDIUM II** - A collection of revised, and enhanced, rules from all the Car Wars supplements. Includes a collection of Uncle Al's catalogue material. **\$35.00**

**CAR WARS ARENA BOOK** Features 3 HUGE autoduel arenas. Also contains new rules plus counters. **\$18.00**

**MINI CAR WARS** - Cute little introductory game with 17 paper counters and some tiny maps. **\$2.00**

**AADA VEHICLE GUIDE** Weapons & vehicle data. **\$14.00**

**AADA VEHICLE GUIDE #2** 130 new vehicles. **\$12.00**

**AADA VEHICLE GUIDE #2 COUNTERS** **\$10.00**

**AADA VEHICLE GUIDE #3** - 78 new vehicle designs - from Division 5 to Division 100+. Includes counters. **\$25.00**

**AADA ROAD ATLAS: THE WEST COAST** **\$15.00**

**AADA ROAD ATLAS: THE EAST COAST** **\$15.00**

**AADA ROAD ATLAS: THE SOUTH** **\$15.00**

**AADA ROAD ATLAS: AUSTRALIA** **\$15.00**

**AADA ROAD ATLAS: THE MIDWEST** **\$15.00**

**AADA ROAD ATLAS: THE FREE OIL STATES** **\$15.00**

**AADA ROAD ATLAS: THE MOUNTAIN WEST** **\$15.00**

**MIDVILLE** - A small town with a big reputation for violence & well armed pedestrians. With four 21"x32" maps. **\$35.00**

**COMBAT SHOWCASE** 103 new Vehicle designs. **\$11.00**

**CAR WARS MAPSHEETS** Five 21"x32" maps. **\$12.00**

**DELUXE REFERENCE SCREEN** vehicle design. **\$12.00**

**UNCLE ALBERT'S 2035 CATALOGUE** illustrated. **\$12.00**

**UNCLE ALBERT'S 2036** More mayhem for your money. **\$12.00**

**UNCLE ALBERT'S 2039** For Car Wars & Boat Wars. **\$12.00**

**UNCLE AL'S ARMY SURPLUS** - **TBA**

**CITY BLOCKS 1** 32 geomorphic color city sections. **\$25.00**

**CITY BLOCKS 2** 32 extra 8"x8" city blocks. **\$15.00**

**CITY BLOCKS 3** 32 geomorphic Arena sections. **\$15.00**

**CITY BLOCKS 4** 26 Arena sections & 3D ramps ect. **\$15.00**

**CITY BLOCKS 5** 32 21"x32" geomorphic city blocks. **\$15.00**

**CW EXP. SET #4** 2 21"x32" Autoduel Arena maps. **\$13.00**

**CW EXP. SET #5** Two 21"x32" maps to build two new, separate arenas and 48 new car counters. **\$10.00**

**CW EXP. SET #6** 156 black-and-white counters. **\$9.50**

**CW EXP. SET #7** Off-road duelling rules. 30 counters and two 21"x32" colour wilderness maps. **\$12.00**

**CW EXP. SET #8** Introducing Helicopters: 19 counters and two new 21"x32" colour maps. **\$13.00**

**CW EXP. SET #9** A HUGE arena map. **\$13.00**

**CW EXP. SET #10** A handy, deluxe Wheelie for instant speed/handling-class data, plus 206 counters. **\$13.00**

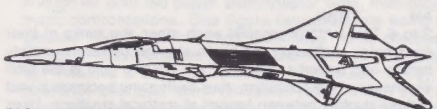
**MEAN STREETS** Solo action adventure. **\$20.00**

**MUSKOGEE MAYHEM** - A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. **\$35.00**

**WES ESCAPE FROM THE DEATHSTAR** \*  
A handful of ersatz heroes find themselves deep within the steel bowels of the Death Star - a massive siege platform the size of a small moon. They come to a consensus that they must (A) try to sneak back to their ship and escape, (B) blast the crap out of every Stormtrooper they can spot, and (C) run like hell if Darth Vader makes any guest appearances! The game can be played solitaire or with several people. **\$55.00**

**TAS FEDERATION & EMPIRE (DELUXE)** \*\*\*  
Second Edition: Creates the entire Galactic war between the Coalition (Klingon, Lyran & Romulan) and the Alliance (Federation, Kzinti, Hydran & Gorn). This is a huge galaxy-spanning campaign of bold military conquest and shrewd economic growth. With new rules, multiple scenarios, 1512 counters, two 19"x23" maps and an 80 page rule/scenario book. For 2 to 8 players. Quite comprehensive. **\$99.00**

**TAS DELUXE FLEET PACK** -  
Expansion set containing an 11"x17" mini-reproduction of the F&E maps, 432 extra counters, and two player folios. **\$27.00**



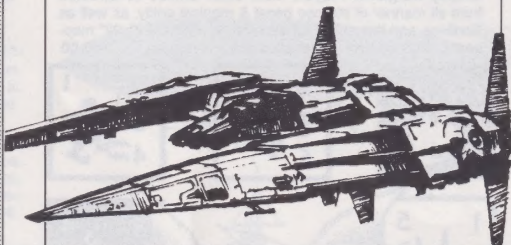
**TAS FOLIO PACK** -  
Contains six player folio booklets - each of which is a convenient way to handle the bookkeeping aspects of F&E. **\$14.00**

**STE ILLUMINATI (DELUXE)** \*  
2-6 players scheme and fight for ultimate control of the world, using, abusing and destroying as many strange organisations and weird institutions as possible as they scramble for power and influence! Stealth and guile are the key stratagem in this furious cardgame. Ideal for an entertaining evening of total mayhem with friends. 108 cards & 168 money chits. **\$45.00**

**AH MERCHANT OF VENUS** \*  
1 to 6 daring galactic merchants set forth on an odyssey of travel and trade. This is an entertaining game of exploration, discovery & greed as players race across the void to meet strange life-forms and rip them off! Optional rules introduce such niceties as piracy, armoured transports, and more. With 392 counters, 58 cards and a 24"x22" mapboard. **\$60.00**

**STE OGRE/G.E.V.** \*\*  
War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of platoon-level combined-arms tactical combat between an array of conventional weapons (powered infantry, tanks, hovercraft, missile artillery, etc) and the awesome Ogres (Synthetic Aggressors - huge cybernetic killing-machines). This is a combined re-issue of two classic (and very entertaining games). Due Oct? **\$20.00**

**FAS RENEGADE LEGION: INTERCEPTOR** \*\*  
The Commonwealth's battle against the tyranny of the Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed 'flow-chart' style damage rules and a wide selection of weapon systems. Includes history and ship data. With 156 counters & two 21"x35" maps. **\$60.00**



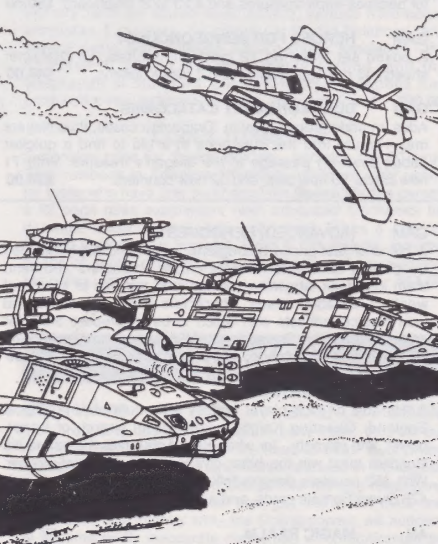
**THE FIRE EAGLES** Contains 15 scenarios. **\$15.00**  
**T.O.G. FIGHTER BRIEFING** Data on 20 fighting ships. **\$18.00**  
**COMMONWEALTH FIGHTER BRIEFING** See above. **\$18.00**  
**RENEGADE'S HONOR** REN. LEGION novel **\$10.00**

**FAS RENEGADE LEGION: LEVIATHAN** \*\*  
Can be played alone, or in conjunction with INTERCEPTOR. Introduces tactical combat between the awesome kilometer-long Capital Ships and the smaller fleet support vessels. Includes new rules, comprehensive damage forms, two 22"x34" maps, 22 3D counters & 320 standard counters. **\$60.00**

**LEVIATHAN CAPITAL SHIP BRIEFING** Information on 55 battleships, cruisers, frigates and interceptor carriers. **\$25.00**  
**THE WAKE OF THE KRAKEN** 15 scenarios **\$18.00**

**FAS RENEGADE LEGION: CIRCUS IMPERIUM** \*\*  
A multi-player race where the quest for victory is superseded by a fanatical desire to survive. Players must pilot anti-grav chariots around an oval track - this seemingly simple manoeuvre is made harrowing by the use of fierce carnivorous beasts as chariot propulsion, and with roaming psychopathic gladiators. 120 cards/68 counters/two 35"x22" arena maps. **\$40.00**

**FAS RENEGADE LEGION: CENTURION** \*\*  
Tactical surface combat 6830AD: GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satellites, and CAS. A game of the highly mobile air-land battles in the high-tech future. Uses a detailed 'flow-chart' style damage system and features excellent vehicle designs. 333 counters and two double-sided 21"x34" maps. Can be used with INTERCEPTOR. **\$60.00**



**HARBINGERS OF DEATH** 11 scenarios. **\$18.00**  
**THE 2ND ARMORED CAVALRY REGIMENT** **\$18.00**  
**CENTURION VEHICLE BRIEFING** Hard data on 50 new military vehicles for CENTURION. Illustrated. **\$22.00**

**IRO SILENT DEATH - METAL EXPRESS** \*\*\*  
A feudal galactic empire, utilising the cutting edge of its offensive technology, is propelled into a brutal, internal political war. The rules advocate a quick and uncluttered game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 colour counters, 18 superb metal miniatures, four levels of rule complexity, and campaign play options. **\$70.00**

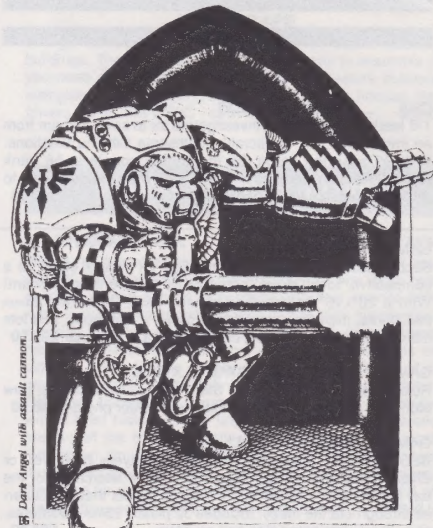
**IRO OVERKILL: THE PTOLEMEAN WARS** \*  
Greater House Ptolemus has been invaded by Colosian troops along with the Black Plague and Behemoth warbands. This is a grand campaign expansion set for Silent Death that includes new ship displays and counters. Due Oct. **\$25.00**  
**IRO BLACK GUARD: THE PTOLEMAN WARS CONTINUE** - Contains new ship displays for fighters and gunboats. **TBA**

**METAL EXPRESS MINIATURES - \$10.00 per pack**  
IRO901 Spirit Rider (3) IRO902 Thunder Bird (2)  
IRO903 Night Hawk (2) IRO904 Seraph (2)  
IRO905 Salamander (2) IRO906 Epping Gunboat (2)  
IRO907 Teal Hawk IRO908 Sorensen III  
IRO909 Revenge IRO910 Pharsil II  
IRO911 Pit Viper IRO912 Shyrak Shuttle  
IRO913 Blizzard IRO914 Kosmos  
IRO915 Hell Bender IRO916 Death Wind  
IRO917 Glaive IRO918 Drakar  
IRO919 Dart IRO920 Talon  
IRO921 Lance Electra IRO922 Sentry  
IRO923 Star Raven gunboat IRO924 Betafortress Gunbt

**GDW SKY GALLEONS OF MARS** \*\*  
Aerial combat between the wooden cloud-fleets of the Martian Princes & the steel gunboats of the Royal Navy. Features 15 plastic miniatures, 56 counters & two 22"x28" maps. The game mechanics are fast playing, and include background detail plus a selection of entertaining options/variants. **\$60.00**

**GDW CLOUDSHIPS & GUNBOATS** \*\*  
This boxed set includes new combat mechanics, variant weapons, complete ship construction-design rules (with 30 new vessels plus record forms), 60 full-colour free-standing 25mm cardboard characters and 6 detailed 25mm vessel deck plans! For use with SKY GALLEONS & SPACE 1889 **\$40.00**

**GAM SPACE HULK** \*  
The Emperor's elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze-like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped & rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast mechanics and six very entertaining scenarios. Includes 30 plastic 25mm miniatures. Highly recommended! **\$90.00**



**GAM DEATHWING** \*  
Expansion set featuring new rules (including a solitaire system, extra weapons, multi-level floorplans & a mission generator) a collection of corridor (13) & room (7) sections, 12 plastic 25mm miniatures, and six scenarios. **\$60.00**

**GAM GENESTEALER** -  
With 15 plastic 25mm miniatures (Marine Librarians & Genestealer Hybrids with heavy weapons), 44 Psychic Combat cards, new Blips (including 6 'Stealers!'), 8 extra-wide corridor sections, 3 geotiles, plus more scenarios & templates. **\$60.00**

**CIRTB9 Terminator Squad** (8 in boxed set) **\$60.00**  
**C170204 Terminators** (2 in blister-pack) **\$20.00**  
**C172557 Genestealers or Stealer Hybrids** (3) **\$14.00**  
**C172596 Stealer Patriarch & 3 Familiars** **\$14.00**

**GDW STAR CRUISER** \*\*  
A detailed game of starship development and tactical space combat by the major Earth powers of 2300AD. With 168 counters, two 31"x22" maps & status sheets for 36 different vessels: from potent battle-cruisers to lowly transports. Fully compatible as a combat simulator for the 2300AD RPG. **\$50.00**  
**GDW SHIPS OF THE FRENCH ARM** **\$27.00**



**TAS STAR FLEET BATTLES CAPTAIN'S BASIC SET** \*\*\*  
Contains a 224 page (and this is a basic set?) rulebook, a 48 page SSD book, 216 counters and a 20"x24" map. **\$55.00**

**TAS ADVANCED MISSIONS** -  
A boxed set containing a 160 page rulebook, a 144 page SSD book, and 216 counters. Due ? **\$55.00**  
**TAS CAPTAIN'S RULEBOOK** -  
A 3-ring binder containing all the SFB's rules. **TBA**  
**TAS MODULE C1 - NEW WORLDS I** -  
Introduces the Lyrans, Hydrans & Wyrn. With a 36 page rulebook, 64 page SSD book and 108 counters. **TBA**  
**TAS MODULE C2 - NEW WORLDS II** -  
Here come the Andromedan, ISC & Neo-Tholian forces. With 48 pg rulebook, SSD book & 108 counters. **TBA**

Future products will include the **R1-R4** series of revised SSD-Reinforcement books separated by racial types, and the **J1-K1** modules covering fighter/ pseudo-fighter vessel data.

**GDW STEAM WARS** -  
19th century tactical combat that includes land juggernauts, aerial fliers, steam battleships, battle tripods, and more! Real pulp science-fiction conflict - sounds great. Due Sept? **TBA**

**IRO STAR STRIKE** \*\*\*  
Simulates deep-space tactical battles involving any number of combat vessels. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a vast Dreadnought! 3 levels of play, plus an array of optional & full ship construction rules. 370 full-colour counters & six 22"x17" maps. **\$55.00**

**WES STAR WARRIORS** \*\*  
Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map, and 80 colour counters. Go chew Darth's ass! **\$45.00**

**WES STAR WARS COMBAT SIMULATOR**  
A two-player duel between an X-Wing Starfighter and an Imperial TIE Interceptor using two 240-page illustrated books. Every page in each gamebook allows a player to choose from 3 speeds and 22 maneuvers, plus gives a pilot's eye view of all the action from the cockpit. A very fast and highly entertaining system of futuristic dog-fighting. **\$45.00**

## FANTASY

**CHA ARKHAM HORROR** \*  
1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. With 99 assorted cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a 17"x22" map. Players have to work together in a tense battle against time. **\$40.00**

**GAM BLOOD BOWL II** \*\*  
Second edition. Multi-racial teams fight for victory, either as a competitive 'touch-down' score or as a decent body count! With a 28"x16" polystyrene playing field, thirty-two 25mm miniatures, markers, templates, a player's handbook, and lots more! A big game, with big components & a big price! **\$90.00**

**GAM BLOOD BOWL STAR PLAYERS** \*\*  
Rules, stats & profiles for 48 Star Players, racial teams, new Monsters and more! With illustrations & colour photos. **\$40.00**

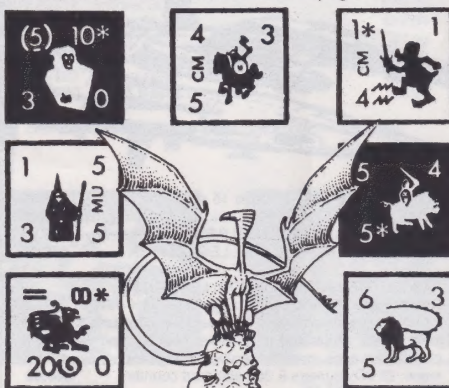
**GAM DUNGEONBOWL!** \*\*  
**BLOOD BOWL** played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered through-out the maze. Includes 32 plastic 25mm miniatures, plus sturdy laminated tiles and counters. **\$60.00**

**GAM BLOOD BOWL COMPANION** -  
An 80 page hardback book featuring a campaign system, more star players and lots of new rules. **TBA**



**AH DINOSAURS OF THE LOST WORLDS** \*  
1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery and dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters and 15 great illustrated scenarios. Avalon Hill's most successful family-style game - recommended for a change. **\$40.00**

**AH DRAGON PASS** \*\*  
Depicts the War of Agrabah's Return (a conflict between the races of Sartar and the Red Moon's legions) on the truly majestic continent of Glorantha. This magnificent production displays all the character and diversity necessary for a classic fantasy wargame. Players must utilise armies constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With a 22"x32" mapboard, 300+ counters, scenarios and a campaign. **\$50.00**



**TSR DUNGEON! 2nd Ed.** \*  
Individual adventurers, notched swords in hand or potent spells carefully memorised, explore the monster infested catacombs of the wilderness in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 players. With a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells), and six plastic miniatures. An entertaining romp in the fetid underworld. **\$45.00**

**RAL DUNGEON! MINIATURES**  
Contains 10 high quality Ral Partha character miniatures plus bases and 14 new spell cards (Telekinesis & Illusion). **\$25.00**

**GAM DUNGEONQUEST** \*  
1 to 4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall - for no amount of wealth can compensate for a violent death! With 115 colour room tiles, 68 monster counters, 174 cards for beasts-traps-treasures and a 23"x22" mapboard. **\$60.00**

**GAM HEROES FOR DUNGEONQUEST**  
A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **\$40.00**

**GAM DUNGEONQUEST CATACOMBS** \*  
Adds an underground level to Dragonfire castle, thus players may venture into the dungeons in a bid to find a quicker (albeit deadlier) passage to the dragon's treasure. With 71 new cards, 25 new tiles, and 32 new counters. **\$30.00**

**GAM (ADVANCED) HEROQUEST** \*\*  
A blend of fast-paced boardgame action and richly detailed roleplaying adventure. Players create characters and send them into dank labyrinths and haunted temples in search of wealth & dreaded chaos. Characters improve in skills and gain magical artifacts with which to better prepare them for darker challenges. Based in the Warhammer universe. With 63 sturdy tiles, 77 markers and 36 plastic figures. **\$90.00**

**IRO KING ARTHUR** \*\*  
A rich solo or multi-player fantasy adventure set in mythical England. Questing Knight errands go in search of honor, power, and strength - for when King Arthur falls the heir to his kingdom must win the bitter civil war that will surely follow. With 352 counters (knights/followers/estates/equipment, etc), 126 Quest/Fortune cards, and a 24"x22" mapboard. **\$50.00**

**AH MAGIC REALM** \*\*\*  
16 very detailed heroic characters are sent on a perilous, grandiose quest for glory and riches in a vast magical world. Includes 20 land tiles, 121 cards and 476 counters. This is the closest a Fantasy boardgame gets to a Role Playing game. With complex magic and combat mechanics. **\$50.00**

**TSR MERTWIG'S MAZE** \*\*  
2-9 players lead a party of adventurers thru the wilderness in search of treasure, and a chance to inherit the throne. A great fun monster-bashing game that was designed as a tutorial for **DUNGEONS & DRAGONS**. With 196 cards (for characters, NPCs, monsters, weapons & treasure), eight 11"x8" Adventure Area maps and a 25"x21" wilderness/town map. **\$28.00**

**IRO SORCERER KING** \*\*  
A fierce battle between 6 kingdoms; the victor will rule all the land, and inherit the power of the ancients. But the glorious path to power is somewhat strewn with hazards: chaos beasts & the warrior knights of the other players. Great combat mechanics, with magic, character advancement, ect. **\$50.00**

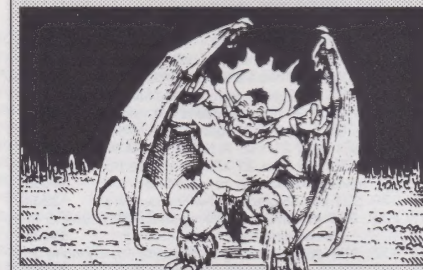
## TALISMAN

**GAM TALISMAN** \*  
2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a horde of treasure, attract loyal followers, purchase equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasts! With 182 colour cards and a beautiful map. A very entertaining quest game. **\$35.00**

**GAM TALISMAN: THE ADVENTURE**  
56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 alternative game endings (both nasty & fun). **\$25.00**

**GAM TALISMAN EXPANSION SET**  
70 new colour cards (including 14 new Characters). **\$25.00**

**GAM TALISMAN: THE DUNGEON**  
Now players, in their quest for ultimate victory, can enter the eerie subterranean depths of the TALISMAN land. Features 54 colour cards (with 14 new characters and many new dungeon-dwelling beasts!) & a 11"x16" mapboard. **\$40.00**



**GAM TALISMAN: TIMESCAPE**  
A parallel alien world based on the WARHAMMER 40,000 Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures that like nothing better than to feast upon the torn flesh of foolhardy adventurers! Also contains 62 colour cards (8 new characters) and a mapboard. **\$40.00**

**GAM TALISMAN CITY**  
Features a map depicting an extension of the Talisman city as seen on the original boardgame. This new area includes streets lined with shops, taverns and other buildings. There are six new characters as well as illustrated cards for encounters, spells, purchases, warrants, etc. **\$40.00**

**GDW TEMPLE OF THE BEASTMEN** \*  
Ten different adventures, each with their own goals & special abilities, raid the wicked Martian King's kraag in search of prisoners and treasure. Random map (tile) layout and card setup make the temple, its treasures, and its dangers, different with every game. Features 48 colour kraag tiles, 80 counters, etc. Includes solitaire and optional rules. **\$50.00**

**TSR THE GREAT KHAN GAME** \*\*  
A multiple-player game of diplomatic double-dealing, political intrigue and military clashes in a whimsical fantasy world. Only those who can connive against, manipulate and coerce the other players (ie: a real bastard!) will have a chance of creating his/her very own empire! With an 11"x17" map, 120 counters, and 160 illustrated cards. Fast n' fun game. **\$35.00**

**AH TITAN** \*\*  
2 to 6 Titans march against each other, the ranks of their armies are continually filled with strange monsters, mighty heroes and powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast fantasy slugfest between legions of mythical creations. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16"x22" master mapboard & eleven 8"x11" Battleground maps. **\$60.00**



# ROLEPLAYING

## BEYOND THE SUPERNATURAL

**HORROR** The modern world, despite its technological sophistication, harbors a dark netherworld of ancient cults & alien monstrosities. The very foundations of society are being corrupted by this inhuman conspiracy. **PAL**

**BEYOND THE SUPERNATURAL** \$40.00  
256-page softcover book that features an illustrated supernatural bestiary, psychic abilities, a magic system, modern weapons, four mini-adventures, and much more.



## BUCK ROGERS

**SCI-FI** 25th Century Earth is a polluted planet ravaged by decades of conflict. The empires of Mankind have taken root in distant worlds, taking with them their prejudices, decadent technologies, and lust for war. **TSR**

**BUCK ROGERS - THE 25TH CENTURY** \$50.00

Boxed set containing a 96-page rulebook, 64-page Workbook, 32-page Technology Book, 4 large maps, a DM's Screen, plus various ship counters & data cards.

**25CA1 Buck Rogers in the 25th Century** \$20.00

A desperate adventure of political greed and bloody vendettas, from the luxurious sky-scrapers of the Los Angeles Arcologies to the dangerous wastelands beyond.

**25CA2 N.E.O.** \$20.00

Earth is at the threshold of complete ruin, struggling against cruel inner-world organisations that hunger for the destruction of this once powerful planet.

**25CR1 Mars** \$20.00

Details the richest, and most influential planet of the inner solar system. Includes a geographic and cultural guide, as well as several exotic adventures.

**25CR2 Earth** (due Nov.) \$20.00

Exploited and reviled by the other worlds, Earth slowly smolders under a shroud of industrial poison and decades of cataclysmic upheavals. For most, life here is hell.

## CALL OF CTHULHU

**HORROR** Beyond the comforting realms of society lurks an ancient & terrifying force, a sinister mythos seething with malevolent desires. Those who discover this eldritch conspiracy fall prey to total madness. **Chaosium**

**CALL OF CTHULHU 4th Edition** \$40.00

Softcover book (192 pgs.) with complete illustrated rules, plus several colour plates and a selection of introductory scenarios for beginner Keepers. This is a highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth.

**Arkham Horror** \$40.00

See the FANTASY BOARDGAMES section of this catalogue for further details.

**Arkham Unveiled** \$40.00

Guide to the town of Arkham, Massachusetts. Details various creepy places, local inhabitants, with a wealth of 1920s source material and adventures.

**At Your Door** \$40.00

A 1990s campaign of six linked adventures. The machinations of the Mythos are subtle, for direct confrontations would needlessly expose their sinister conspiracies.

**Creatures of the Dreamlands** \$35.00

Beautifully illustrated colour guide to 31 strange and often deadly beasts that inhabit the the equally exotic Dreamlands. Each entry is described in detail.

**Cthulhu Casebook** \$40.00

Nine terrifying adventures, including reprints of 'The Asylum' & 'Curse of the Cthonians', plus additional articles for the Keeper (such as a unique adventure generator).

**Cthulhu Classics** \$40.00

Includes the monstrous campaign 'Shadows of Yag-Sothoth'; the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus five other re-printed scenarios.

**Cthulhu Covers** \$12.00

Contains three false book dust-covers with which to adorn more pedestrian titles. Includes the Necronomicon, Cultes des Goules and De Vermis Mysteris.

**Cthulhu by Gaslight** \$40.00

Softcover edition - the malignant horror of Cthulhu fouling the fabric of 1890 English society. New rules, plus essays on the period & an adventure with Sherlock Holmes.

**Cthulhu Now** \$40.00

It's 1990 - investigators can tote around RPGs, LAWs, and a whole mess of assault rifles. But Cthulhu and his noisome host still call all the shots! With 4 adventures.

**Dreamlands** \$40.00

Softcover edition - an alternative dimension where the physical essence of sleeping investigators roam. With new rules, spells, and six fantasy/horror adventures.

**Fatal Experiments** \$38.00

Contains four independent adventures, and an extensive article on black-powder weapons (the sort of thing that investigators might discover in their attic's).

**(The) Fungi from Yoggoth** \$20.00

A famous psychic has disappeared - finding him uncovers the Brotherhood of the Beast and a global (plus otherworldly) trail of mystery, madness & grisly death.

**(The) Great Old Ones** \$40.00

Six scenarios based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages, and not even the least bit related to Great Cthulhu!

## CALL OF CTHULHU CONT.

**Green and Pleasant Land** \$22.00

Sourcebook of 1920s-30s England. Text includes everything both Keepers and players will need to know about society during that time. Features 3 adventures.

**Keeper's Screen 2nd Ed.** \$13.00

A four-panel hardboard screen containing all the basic game data needed for play.

**Mansions of Madness** \$40.00

Five adventures, each of which is centered on a particularly isolated setting. Hidden from a naive society, eldritch horrors work to thwart mankind's destiny.

**Masks of Nyarlathotep** \$40.00

A campaign of terror that spans the globe, and may ultimately destroy it! Set in five parts, the players must discover the fate of an Egyptian expedition.

**Miskatonic U. Graduate Kit** \$22.00

What every dedicated investigator needs - a diploma from the world's most infamous university! Plus a plethora of wildly useful souvenirs to use with pride.

**Statue of the Sorcerer & The Vanishing Conjurer** \$20.00

Two complete eldritch adventures, one set in San Francisco, the other in England.

**S. Petersen's Field Guide to Cthulhu Monsters** \$27.00

Encyclopedia of 27 preternatural creatures from the Cthulhu mythos. Each illustrated with colour plates, plus detailed text. Ideal coffee-table book for insomniacs!

**Tales of Terror** \$7.00

A 48-page booklet containing 41 scenario 'hooks'. This little cesspool of morbid creations will provide Keepers with the skeletal structure for many an adventure.

**Terror Australis** \$40.00

Sourcebook of 1920s Australia and the ancient Aboriginal Dreamtime. With three chilling adventures, a plethora of new creatures, and detailed historical material.

**Terror from the Stars** \$18.00

Two adventures: a lost archaeological expedition in British Honduras; and a gold artifact from Peru piques the interest of international art thieves - and much worse!

## CHAMPIONS

**SUPERHERO** Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! All titles listed below are second edition stock only. **ICE**

**CHAMPIONS** \$40.00

Second edition hardcover book containing 346 pages of illustrations and information - a very complete product that uses the award-winning Hero RPG System.

**Alien Enemies** \$22.00

At this point in time no information exists on this product, but given the title it's not that hard to work out what you're going to get for your money! (due Nov.)

**Challenges for Champions** \$13.00

Contains 10 thrilling scenarios plus tips on how to fine-tune each of them to suit specific characters. There are also extensive guidelines on scenario generation.

**Champions in 3-D** \$30.00

A 144-page sourcebook for running extra-dimensional adventures, pitting characters against all manner of strange creatures and powerful villains.

**Classic Enemies** \$20.00

A 'best of selection with 75 dangerous villains - both independents and evil organisations. 112 pages, includes the classic "Escape From Stronghold" adventure.

**Day of the Destroyer** \$16.00

The ultimate showdown with that vile nemesis Dr. Destroyer (he's the sociable dude on the cover of the hardback rulebook!) - in three days time 9 out of every 10 humans on Earth will die, unless his lair is discovered and evil plans thwarted!

**Demons Rule** \$14.00

Yet another gang of punks have appeared in the city's filthy back-alleys, creating havoc with the law and other tribal street gangs as they fight for prestige & territory.

**G.M.s Screen** \$18.00

A large 4-panel screen loaded with various charts and tables, plus 60 full colour character counters, a 22"x17" street grid, and a handy 48-page rules summary.

**Invaders from Below** \$18.00

King Earthworm, his 12 superpowered Darklings, and a noisome horde of Subterranean surge forth from their underground kingdom to capture the Earth's surface.

**Invasions: Target Earth** \$15.00

Create and run your own irrepressible pulp-action alien invasion - using anything from giant reptilian monsters to ancient robots or horrors from the ocean depths.

**Kingdom of Champions** \$20.00

208-page campaign sourcebook detailing England, Scotland, Wales & Northern Ireland. Loads of Pomme super-criminals and with about a dozen adventures.

**Mind Games** \$12.00

Treacherous mutants from the Parapsychological Studies Institute seek the destruction of superheroes through the manipulation of their memories/nightmares.

**Mystic Masters** \$20.00

Superheroic magicians invade from an alternate dimension, with arcane powers and mighty artifacts, these inhuman sorcerers threaten a new dark age! 112 pages.

**Olympians** (due Dec.) \$17.00

The 2nd war against the Titans was long and difficult. When the gods finally won, Zeus decided to re-open the portal to Earth - and discovered the 20th century!

**(The) Zodiac Conspiracy** \$16.00

Zodiac - a deadly team of 12 sophisticated, immortal villains who plot world conquest from within their orbiting living lair. Includes full colour character portraits.

## CYBERPUNK

**SCI-FI** A hyper-tech near future of corporate wars, bio-engineering, cybernetics, maniacal streetgangs and, computer warriors. Based on William Gibson's excellent novels. **R. Talsorian**



**CYBERPUNK 2020 2nd Edition** \$50.00

Includes enhanced character creation & background. New cyberweapons & bio-ware/nanotech enhancements. More net programs & abilities. The future is a bleak, violent world wherein the marriage of man and machine is the key to power!

**Hardwired** \$22.00

Sourcebook of Jon Williamson's novels of near-future social warfare between tough, street-wise criminals of Earth and the autocratic denizens of Orbital Platforms.

**Near Orbit** \$22.00

The wild frontier of post 2000AD - the orbital colonies that struggle for survival in the most hostile environment known to man: space. New rules, equipment, etc.

**Rockerboy** \$22.00

Campaign supplement detailing the glittering decadence of cult music in tomorrow's world, as well as the social influence of the sprawling electronic media.

**Solo of Fortune** \$20.00

A high-tech package of hard data for Cyberpunk's toughest character class - the Solo. New rules, as well as info on equipment, weapons, street gangs, and more.

**Sourcebook for Nightcity** (available?) \$25.00

A very detailed guide to the frantic, unforgiving neoncape capital of Cyberpunk. Includes data on gangs, history, places of interest, and a 3D colour map.

**When Gravity Falls** (available?) \$22.00

Another genre author's bleak future is revealed in a sourcebook - in this case an Arabic ghetto warped by designer bio-tech, computer personalities and simulants

## CYBERSPACE

**SCI-FI** The Earth of the future - a depraved and polluted world controlled by corporate giants and their hi-tech mercenaries. A computer culture and neo-punk tribal cocktail based on the Space Master game. **ICE**

**CYBERSPACE** \$25.00

It's 2090 - the world, burdened by over-population, slowly chokes under a shroud of pollution. Warfare between rival mega-corporations and roaming street gangs scars the streets. Such is the price of tech supremacy. 208-page softcover.

**BodyBank** \$15.00

Character Compendium #2: gives information on 27 of San Francisco's leading personalities - from the corporate boardrooms to the grim sprawl back streets.

**CyberRogues** \$20.00

Character Compendium #1: with 30 detailed personalities ready for play. Includes personal data, full game stats & skill specs, plus an illustration (some in colour!).

**Cyberskeller** (due Jan. '91) \$20.00

**Death Game 2090** \$15.00

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.

**Death Valley Free Prison** \$25.00

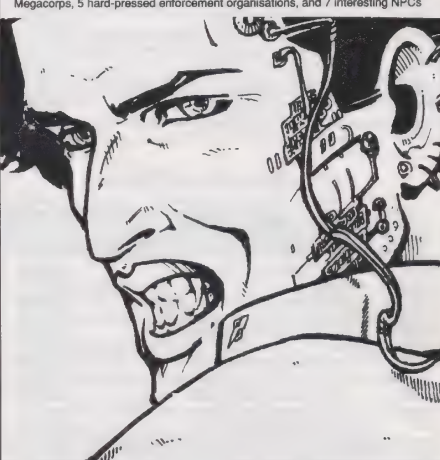
Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On** \$15.00

Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Francisco, an off-shore drilling platform, and the Amazon Rainforest.

**Sprawlgangs and Megacorps** \$25.00

Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs.



## DUNGEONS & DRAGONS

**FANTASY** The beginner's version of AD&D - millions of copies have been sold world-wide, and in the process translated into 13 languages. Recommended for players aged 12 and over. **TSR**

**D&D BASIC RULES Set 1** \$25.00

Boxed set containing two books: a Players Manual (64 pgs.) and a Dungeon Master's Rulebook (48 pgs.), plus dice. For beginning characters of level 0 to 3.

**B1-9 In Search of Adventure** \$35.00

Nine re-printed and edited modules under one cover (160 pgs.), all set in the grand Duchy of Karamellok. Enough Experience Points here to get thru to Expert!

**B11 King's Festival** \$13.00

An introductory module - the local Cleric has been kidnapped by Orcs, thus preventing the fabled King's Festival from beginning. A bold rescue mission is formed.

**B12 Queen's Harvest** \$13.00

A Wizard dies, but neglects to pass on various objects of worth to his son. Some brave individuals will have to enter the ex-Wizard's stronghold to recover them.

**D&D EXPERT RULES Set 2** \$30.00

Boxed set with an Expert Rulebook (64 pgs.) and a module: X1 The Isle of Dread (32 pgs.). Dice provided. These rule are for adventures of levels 4-14 inclusive.

**X5 Temple of Death** \$13.00

The Master is calling forth noisome hordes with which to conquer neighboring nations. His foul plans must be thwarted before the entire world is enslaved!

**X6 Quagmire!** \$13.00

An ancient port city is besieged by a rising sea, ships carrying needed supplies are turned away, and strange creatures thrive in the surrounding dark swamps.

**X8 Drums on Fire Mountain** \$13.00

A mysterious 'Shiphane' and raiding marine Orcs wreak havoc on the storm-swept Sea of Dread, both are controlled by a malign intelligence that must be destroyed.

**X9 The Savage Coast** \$13.00

Tales of lost cities/ancient treasure are always going to drive adventurers wild with lust & avarice, and provide DMs with many happy hours of disappointing them!

**X10 Red Arrow, Black Shield** \$22.00

The Master of the Desert Nomads has returned! And in his wake follow legions of evil beasts. The free nations are again faced with the grim spectre of slavery.

**X12 Skarda's Mirror** \$16.00

From within the mysterious depths of a magical mirror surge forth a horde of brigands and cut-throats, but before their violent raids can be avenged they vanish.

**X13 Crown of Ancient Glory** \$18.00

The King is dead, the holy Crown missing, and the royal heir lost at birth. Neighboring nations ready for war, spies and traitors await their chance to add to the confusion. Sound like fun? Well laughing boy, it's your job to solve this mess!

**O2 Blade of Vengeance** \$12.00

An adventure for one character and one DM. A famed Elfin champion, after years of adventure, returns to find his once peaceful home under magical attack.

## BLACKMOOR ADVENTURES

**DA1 Adventures in Blackmoor** \$20.00

Blackmoor faces its toughest trial by fire - pirates, military empires, ancient races, and religious prophecies threaten a lengthy war. And a band of strange adventurers appear, carrying curious weapons & armor, to tell of an unexpected revelation.

**DA2 Temple of the Frog** \$18.00

Deep in the fetid interior of the Great Dismal Swamp is the baroness Rissa, captive of sinister monks who pay blasphemous homage to an amphibian horror!

**DA4 The Dutchy of Ten** \$18.00

The Well of Souls was an unholy artifact made in the heart of a volcano; it was anathema for all good kingdoms but prophecy foretold of its inevitable destruction.



## DUNGEON & DRAGONS CONT.

**D&D COMPANION RULES** Set 3 **\$35.00**  
Boxed set containing two books: a Player's Companion (32 pgs.) and a Dungeon Master's Companion (64 pgs.). For adventurers of levels 15-25 inclusive.

**CM7 The Tree of Life** **\$17.00**  
The Tree of Life, mystical umbilical cord to an Elven Clan, is dying. The Elves will perish if the disease is not halted: an ancient, haunted grave offers the only hope.

**CM8 The Endless Stair** **\$17.00**  
A Wizard's apprentice is found slain besides a previously undiscovered doorway in the Leaning Stone - a stela under which was buried a once powerful Arch Mage.

**CM9 Legacy of Blood** **\$13.00**  
The farmers don't like the swampdwellers, the swampdwellers don't like the farmers, and no one likes the halflings; and that's the least of your problems - ghostly apparitions prowling the night, animals die without cause, and the crops lie blighted!

**D&D MASTER RULES** Set 4 **\$35.00**  
Boxed set containing two books: a Master Player's Book (32 pgs.) and a Master DM's Book (64 pgs.). For adventurers of levels 26-36 inclusive.

**M1 Into the Maelstrom** **\$13.00**  
An ancient empire suffers the wrath of an immortal emperor, betrayed of his worldly position. Vengeance takes the form of a deadly fog that blankets the continent.

**M2 Vengeance of the Alphaks** **\$18.00**  
Alphaks, the despotic immortal in M1, is back. This time he's enjoying himself provoking two volatile nations into conducting an all-consuming, apocalyptic war.

**M3 Twilight Calling** **\$18.00**  
Alphaks strikes again! He seeks the key to release Death & Chaos into the realms of man. The mystic symbols that form the key must be collected & hidden from his mad.

**M4 Five Coins for a Kingdom** **\$18.00**  
A city vanishes: only to be replaced by five coins, each with fantastic powers. In a strange realm of sky-islands & warring armies a mighty Wizard must be destroyed.

**M5 Talons of Night** **\$13.00**  
That bugger Alphaks is at it again! A new age of peace threatens to spoil his plans for an all-out war, in frustration he kidnaps some diplomats and frames the PCs!

**D&D IMMORTALS** Set 5 **\$35.00**  
The bigger they are the harder they fall... Another boxed set with two books (what a surprise!) a Player's Guide to Immortals (32 pgs.) and a DM's Guide (52 pgs.).

**IM1 The Immortal Storm** **\$18.00**  
A swirling grey mass of incalculable size, and bearing a huge humanoid eye, appears without warning and threatens immortal rule. Very unique adventure.

**IM2 The Wrath of Olympus** **\$18.00**  
To save the world a dangerous mission must be undertaken to create an artifact, defeat a host of legendary foes, and rescue immortals imprisoned by Daemons!

**IM3 The Best of Intentions** **\$13.00**  
Immortals are dying (is that a contradiction?) and a Hierarchy is missing. Only by participating in the multi-plane Immortal Olympics can these problems be resolved.

### D&D CAMPAIGN GAZETTEERS

Very detailed campaign world series for use with D&D or AD&D. All products include complete historic, economic, geographic and social overviews, as well as entries on major cities, townships, and significant NPCs.

**GAZ1 The Grand Duchy of Karamelkos** **\$22.00**  
Includes a full-sized colour map of Karamelkos and two city guides.

**GAZ2 The Emirates of Ylaruam** **\$18.00**  
Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri** **\$20.00**  
A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance.

**GAZ4 The Kingdom of Ierendi** **\$18.00**  
A kingdom comprised of ten tropical islands. Includes new rules for naval warfare.

**GAZ5 The Elves of Alfheim** **\$20.00**  
Everything you've ever wanted to know about Elven society, politics, and culture.

**GAZ6 The Dwarves of Rockhome** **\$20.00**  
In-depth sourcebook on Dwarven history, government, economy, and geography.

**GAZ7 The Northern Reaches** **\$22.00**  
Land of the Vikings. Covers three nations: Soderfjord, Vestland, and Ostland. With separate Player & DM books, a double-sided map, and new Runic Magic for D&D.

**GAZ8 The Five Shires** **\$20.00**  
Sourcebook on Hallings and their nations. Includes a Halling character class, new halling magic (scary!), pint-sized adventures, and the dreaded Halling pirates!

**GAZ9 The Minrothad Guilds** **\$20.00**  
Powerful sea-faring merchants, the prosperity of the Guilds is tied directly to the oceans. With a Merchant character class, new magic, and a large sea-trading map.

**GAZ10 The Orcs of Thar** **\$22.00**  
Details the giant-class humanoid, and includes their cultures, major personalities, etc. Plus Orc PCs, humanoid spell-casters, the King of the Orcs, and a boardgame!

**GAZ11 The Republic of Darokin** **\$22.00**  
In Darokin wealth is power, strength comes from commerce, and survival is a matter of negotiation, guile, and diplomacy. Includes a Merchant PC class - wow!

**GAZ12 The Golden Khan of Ethengar** **\$22.00**  
Wind swept plains peopled by fierce horse tribes, now united by a single leader. Includes yet another new character class: the Shaman, with unique spell abilities.

**GAZ13 Shadow Elves** **\$22.00**  
Describes the vile underground world of the Dark Elves - a violent empire that writhes in the blood of innocents. Also details the other foul denizens of darkness.

**Dawn of the Emperors** **\$40.00**  
Boxed set covering two empires - Thyatis: a warrior nation, and Alphatia: where magic has political power. Contains a DM's Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

**DDA1 Arena of Thyatis** **\$12.00**  
It's the festive season in Thyatis, and for dungeon-weary adventurers it's an ideal time for important connections to be made and deeds to be done, duels to be fought & fame to be won! A great interactive module with a new PC class: the Rake.

**DDA2 Legions of Thyatis** **\$12.00**  
Political subterfuge threatens to undermine the ministerial integrity of Thyatis - the PCs may receive significant rewards if they survive the deadly intrigues of court.

**Hollow World** **\$40.00**  
The Gazeteers world is hollow, a vast and strange land filled with new races, fierce creatures, terrible empires & exotic locales. Includes a 128-page DM's Sourcebook, a 64-page Player's Guide, a 32-page Adventure Book, and four 31"x21" maps.

**HWA1 Nightwail** **\$18.00**  
Whilst exploring the underworld, the PCs get involved with a mysterious Aztec-like culture. Includes a chapter on creating Hollow World characters. Due Nov.

**HWA2 Nightrage** **\$18.00**  
Discover a frightening conspiracy that threatens the very existence of the Hollow World realm, and perhaps that of the surface civilisations as well! Due Jan '91.

### D&D GAME ACCESSORIES

**AC6 Player Character Sheets** **\$18.00**  
For use with Basic, Expert, Companion & Master sets. With 16 character sheets, 8 Spellbook Planners (for MUs, Clerics & Druids) and a Dominion Planning Guide(?).

**AC9 Creature Catalogue** **\$27.00**  
An assortment of new creatures, including animals, conjurations, humanoids, lowlife, monsters, and undead. Profusely illustrated and featuring a comprehensive index.

**AC11 The Book of Wondrous Inventions** **\$20.00**  
A very funny compendium of weird and, let's face it, not awfully useful magical devices. With scenario suggestions and rules for spell creation. Great illustrations!

**PC1 Tail Tales of the Woe Folk** **\$22.00**  
Complete role-playing information on fairy creatures and other woodland races. Includes details on legends, cultures, attitudes, adventures, and woodland magic.

**PC2 Top Ballista** **\$22.00**  
Allows various aerial creatures to be used as great new PC races, and features a guide to Serraine - the Flying City of the Gnomes. With rules for airborne combat.

**PC3 The Sea People** **\$22.00**  
#3 in the Creature Crucible series - this product allows the parameters of a Player Character's racial origin to include all manner of intelligent sea-dwelling creatures. Also includes extensive information on the ocean-floor world of the Gazeteers!

## ADVANCED DUNGEON & DRAGONS

**FANTASY** Creates a world of high fantasy wherein the epic adventures of a group of characters propels them into unexplored wilderness, vast dungeons and fabulous cities. Non-toxic and free of preservatives. TSR

### HARDBACK RULEBOOKS (AND SOME BINDERS!)

**Player's Handbook 2nd Edition** **\$40.00**  
Rules for everything from character creation and proficiencies, through to combat and treasure, plus complete spell guides, 256 pages, including colour plates. Some of the changes are a little sad to see, but overall 2nd edition AD&D is a real winner!

**Dungeon Master's Guide 2nd Edition** **\$40.00**  
Unlike its predecessor, the 2nd edition DMG is much easier to read, competently indexed, and employs a more relaxed, unpretentious manner of writing. 192 pages.

**Monstrous Compendium Vol. 1 2nd Edition** **\$40.00**  
Large binder format product featuring 144 pages of classic AD&D beasts. Each entry is illustrated, and described in great detail. Colour dividers are provided.

**Monstrous Compendium Vol. 2** **\$30.00**  
144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

**Monstrous Compendium Vol. 3** **\$20.00**  
An appendix of loathsome encounter-fodder spawned in the Forgotten Realms campaign. '64 pages chock-full of new monsters...' says the blurb on the back.

**Monstrous Compendium Vol. 4** **\$40.00**  
Includes another D-Ring binder (for storing Vols. #4-7), 4 colour dividers and 96 pages of creature information from the Dragonlance campaign world.

**Monstrous Compendium Vol. 5** **\$20.00**  
64 pages dedicated to beasts of the Greyhawk & Flend Folio campaign-setting.

**Monstrous Compendium Vol. 6** **\$20.00**  
Carefully details the most interesting oriental Kara-tur creatures - 64 pgs.

**Monstrous Compendium Vol. 7** **\$20.00**  
Great new critters from the void, designed for Spelljammer encounters: 64 pages.

**Legends and Lore 2nd Edition** **\$40.00**  
This sourcebook of immortals and campaign pantheons has been upgraded to conform with the new rules. Updated Clerical powers and temples, 192 pages.

**Dungeoneer's Survival Guide** **\$28.00**  
Subterranean adventures will never be the same - this tome offers new rules, equipment, proficiencies, mapping techniques, mining skills, and more. 128 pages.

**Wilderness Survival Guide** **\$28.00**  
A plethora of information on outdoor adventures - includes camping, first aid, magic, natural hazards, fatigue, movement, food, clothing, etc. 128 pages.

**Manual of the Planes** **\$35.00**  
Details the manifold realms of the known planes of existence. Describes the rulers, inhabitants, and environments. New rules for spell use & combat, etc. 128 pages.



### FORGOTTEN REALMS CAMPAIGN

#### BOXED SETS

**The Forgotten Realms** **\$35.00**  
Campaign world set. With two books: Cyclopaedia of the Realms (lists of people, places and objects of interest - 96 pgs.) and DM's Sourcebook of the Realms (running a campaign, with 2 adventures - 96 pgs.). Plus four 21"x32" colour maps.

**Forgotten Realms: City System** **\$40.00**  
Waterdeep: revealed in all its urban splendor; a city of wealth, adventure & danger. Now comprehensively detailed with twelve 21"x32" maps and a 32 page guidebook.

**Kara-Tur: The Eastern Realms** **\$35.00**  
An optional continental-campaign stepped in the spicy essence of oriental fantasy. Two 96 page books describe the places, culture, politics, monsters, religions, and magic. With four double-sided 21"x32" colour geographic & city maps.

**Horde** **\$40.00**  
Nomad warriors, once a fierce collection of feuding clans, have become a massive army poised to invade Kara-Tur, and perhaps conquer the known world! Includes two 94-page encyclopedias, four maps, and 24 illustrated player hand-outs.

#### CAMPAIGN ACCESSORIES

Most of these products are a reference for a particular region in the Forgotten Realms world. They include details on cultures, personalities, geography, hazards, economics, cities, towns, and the wilderness - full colour maps are provided.

**FR1 Waterdeep and the North** **\$18.00**  
Guide to the sprawling, affluent city of Waterdeep, and the sparsely populated, rugged lands along the Northern realms where once the Dwarven Kingdoms thrived.

**FR2 Moonshae** **\$18.00**  
Nestled atop the vast, seething cauldron that is the Trackless Sea are a brace of wintry isles populated by resilient, hardy Celts and fierce widerland beasts.

**FR3 Empires of the Sands** **\$18.00**  
A guide to three desert nations - Amn: land of merchants, Tethyr: where petty tyrants vie for a vacant throne, and Calimshan: a harsh domain of great magicks.

**FR4 The Magister** **\$18.00**  
A catalogue of magically enchanted items; from trinkets to artifacts, and including clothing, weapons, armour, unique spellbooks, and valuable new enchantments.

**FR5 The Savage Frontier** **\$18.00**  
Explores the forbidding terrain at the top of the continent. Survival against both natural and unnatural forces is the only concern to the land's hardy populace.

## ADVANCED D&D CONT.

**FR6 Dreams of the Red Wizards** **\$18.00**  
Thay - home for murders and tyrants, land of intrigue and cruelty. Ruled by the powerful Red Wizards - mercenaries whose dark magicks are unique in the realms.

**FR7 Hall of Heroes** **\$25.00**  
Complete backgrounds and game stats for all the major characters in the Forgotten Realms novels. Plus new source material for renown magical & non-human entities.

**FR8 Cities of Mystery** **\$30.00**  
Boxed set used to create ad hoc communities, from a simple hamlet to a crowded metropolis. Contains 12 street layouts and thirty-three 25mm card-stock buildings.

**FR9 The Bloodstone Lands** **\$20.00**  
The wild lands of the Forgotten Realms - the rugged barbaric kingdoms of Vaasa and Damara, proud nations hacked from the frozen rock and forged in blood.

**FR10 Old Empires** **\$22.00**  
The ancient desert lands renowned for their god-kings & pharaohs, strange magicks, and long buried tombs and arcane temples - hearty fare indeed for any adventurer!

**FR11 Dwarves Deep** **\$20.00**  
Introduces new 'concepts' for Dwarven Player Characters - essays on abilities and more. Plus source material concerning Dwarven culture, magic use, etc. Due Nov.

**FOR1 Draconomicon** **\$35.00**  
Reference material for Dragons, including their magicks, treasure hoards, traps, tricks, etc. Features several Dragon-lair encounters, each ideal for a night's gaming.

**Forgotten Realms Atlas** **\$35.00**  
Contains a plethora of maps - from sprawling continents and cities, to ancient lairs, castles, temples, and more! 178 pages. Includes reference material for the novels.

### ADVENTURE MODULES

**FR01 Ruins of Adventure** **\$20.00**  
A once thriving community has become the desolate habitat for a horde of noisome undead. The town's survivors want to reclaim their homes, despite the horrors that roam the streets, but alone they are no match for this insidious evil. 92 pages.

**FR02 Curse of the Azure Bonds** **\$22.00**  
The PCs wake one morning to discover an elaborate blue tattoo covering each of their sword arms. A mystery of huge, dangerous proportions awaits. 96 pages.

**FR01 Shadowdale** **\$15.00**  
Reduced to mere (powerful) mortals, the Realm's very Gods seek their salvation in a quest for the Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster knows what the hell's going on!

**FR02 Tantras** **\$15.00**  
Elminster lies murdered, and the PCs are blamed! Their quest for the first Tablet of Fate begins, but a flurry of premeditated hazards and vile treachery oppose them.

**FR03 Waterdeep** **\$15.00**  
The search is on for the final Tablet of Fate: its recovery will save the Realms from the fallen deities' wrath. But other more menacing entities also seek the artifact.

**Forgotten Realms Adventure Book** **\$40.00**  
160 page hardback book. More details on the Forgotten Realms world, with maps for the 'heartland' cities, information on secret societies, descriptions for new spells plus variant magicks, more monster charts, and rules for firearms!

**FRA1 Storm Riders** **\$20.00**  
For use with the 'Horde' boxed set. After a feisty Mongol princess is kidnapped the lucky PCs are given the task of discovering her whereabouts. Unfortunately for them she has been captured by a huge barbarian army!

**FRA2 The Black Courser** **\$20.00**  
The PCs must continue their search for the princess, as well as a very strange black stallion, whilst being chased by assassins and fierce nomadic horsemen.

**FRA3 Blood Charge** **\$20.00**  
Brute strength will not suffice; to return the magnificent stallion and the princess to their homeland requires stealth and guile, for the enemy is far stronger. Due Dec.

**FA1 Halls of the High King** **\$20.00**  
The Moonshae isles must be cleansed - their lands are crawling with undead, and cruel Viking lords control the north whilst terrible monsters roam the seas. Due Nov.

### DRAGONLANCE CAMPAIGN

An epic campaign of war and adventure in the land of Krynn. Only by the deeds and valor of the characters can an entire continent be saved from a great evil.

**DLC1 Dragonlance Classics Vol. 1** **\$35.00**  
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the terrible conflict tell of a vast humanoid horde destroying all before it, and the shocking return of evil Dragons to the world. This 128 page book reprints the DL-1, DL-2, DL-3 and DL-4 modules.

**DL03 Dragons of Hope** **\$7.00**  
To escape from pursuing Draconians, and with 800 refugees in tow, the PCs must enter an ancient Dwarven kingdom - but first they have to find the damd thing!

**DL04 Dragons of Desolation** **\$7.00**  
Entry into the Dwarven city of Thorbardin is not cheap - the toll may have to be paid in blood as the PCs must first undertake a quest to discover a great artifact.

**DL05 Dragons of Mystery** **\$13.00**  
Sourcebook for the DL campaign - designed to help both players and DMs learn more about their surroundings and history. With new maps and illustrated PC sheets.

**DL06 Dragons of Ice** **\$13.00**  
The PCs enter a ruined port city where Draconians roam the streets and the very sea has receded. Here they must begin a new quest for the legendary Dragon Orb.

**DL07 Dragons of Light** **\$13.00**  
Eroth Island, refuge for the Elves, is not quite what it seems. From here begins a journey to the Solamnic Knight's final outpost, and the secret of Huma's Tomb.

**DL08 Dragons of War** **\$13.00**  
Defeat is inevitable if the city of Palanthus falls to the vast Draconian army. The only defense is the High Clerist's Tower guarded by bickering Solamnic Knights.

**DL09 Dragons of Deceit** **\$16.00**  
The PCs march into the very heart of the Dragon Highlord's realm, seeking to free the Good Dragons that have somehow been imprisoned by the Dark Queen.

**DL10 Dragons of Dreams** **\$13.00**  
Silvanesti, the ancient homeland of the Elves once famed for its beauty has become a nightmare realm, forcing the entire populace to flee in terror!

**DL11 Dragons of Glory** **\$35.00**  
Recreates the entire Dragonlance campaign in a boardgame format. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the Whitestone & Dragon Highlord armies, and a scenario book. Moderate complexity.

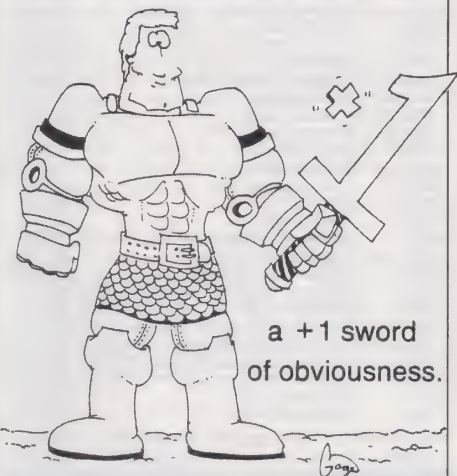
**DL12 Dragons of Faith** **\$22.00**  
Trapped deep within enemy territory, the PCs must evade the cruel Highlord's armies whilst trying to locate a person crucial to their defeat of the Dark Queen!





## ADVANCED D&D CONT.

- DL13 Dragons of Truth** \$18.00  
Kalamian - site of the final confrontation between the evil Dragon Empire's armies and noble Whitestone's force. But ultimate victory rests with a small band of heroes who must cautiously infiltrate the Inner Temple of the Queen of Darkness.
- DL14 Dragons of Triumph** \$22.00  
With the fate of Kryn in the balance, the heroes face their ultimate challenge as they battle the Queen of Darkness! Features 6 different endings & source material.
- DL15 The Mists of Kryn** \$22.00  
Just when you thought the series had finished! DL15 contains 12 mini adventures, plus essays on the races of Kryn and detailed descriptions of all the major NPCs.
- DL16 The World of Kryn** \$20.00  
Four complete & highly diverse adventures, each of which brings into prominence a previously unexplored region of Kryn. These can be used in other campaigns.



- DLE1 In Search of Dragons** \$20.00  
The crucial yet delicate balance between the alignments is threatened, and the Dragons of Kryn are the first to suffer the tragic consequences.
- DLE2 Dragon Magic** \$20.00  
Kryn's moons slowly fade as the alignments become locked in bitter conflict. Only the Astral Dragon can halt this cosmic crisis, but he has mysteriously disappeared.
- DLE3 Dragon Keep** \$20.00  
The PCs, with the aid of the Good Dragons, must set forth on an epic quest that takes them to the plains of Lunaria, then into the ocean depths, and beyond!
- Time of the Dragon** \$45.00  
Talas - twin continent to Ansalon, devastated in ancient times by an enormous meteor and horrendously transformed. Populated by gladiatorial minotaurs, wild elves, firebreathers, and more. With 4 maps and two sourcebooks (112 & 48 pages).
- DLA1 Dragon Dawn** \$20.00  
Set in the new continent of Talas - the Good Dragons of this wondrous land are being stalked by a powerful, dark-souled slayer. 'Old World' heroes must save them.
- DLA2 Dragon Knight** \$20.00  
The heroes must infiltrate a vicious brotherhood of bounty hunters, discover the master of these loathsome dragon-killers, and then beat the crap out of him/her!
- DLA3 Dragon's Rest** \$20.00  
The lucky players must resolve a savage war between two fierce Minotaur clans - to do this they must hunt down and destroy the loathsome enemies of the Minotaurs! I wouldn't have a clue what this has got to do with DLA1 & 2! Due Sept.
- DLR1 Otherlands** \$22.00  
Details the 'lost' lands of Kryn: Watermere - home of the Dargonesti sea elves; Silesia - jungle island dominated by a spine of mysterious mountains; Chorian - an underground nation by the South Pole that is being torn apart by civil war. 96 pages.
- Dragonlance Adventures** \$12.00  
128 page hardback sourcebook. Includes details on the Kryn pantheon, plus stats and facts on the unique races & creatures that populate the land. There is also the complete history of Ansalon, as well as a more detailed appraisal of such groups as the Knights of Solamnia and the Wizards of High Sorcery. Great value!

### GREYHAWK CAMPAIGN

- Still a popular campaign setting, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing game.
- World of Greyhawk** \$35.00  
Here's your starting point - this boxed set contains a complete 80 page Guide book, a 48 page Glossography (good word guys!), and two 21"x32" colour maps.
- Greyhawk Adventures** \$35.00  
128 page hardback companion to the above box set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon and its Clerics, information on new monsters plus major NPCs, and extra spells & magic items.
- City of Greyhawk** \$40.00  
One of the best fantasy cities made! This boxed set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps, and 23 Adventure Cards, each with a short scenario. Damn good!
- WG6 Isle of the Ape** \$16.00  
Tenser the Archmage wants the PCs to search a mysterious jungle island for the fabled Crook of Rao. It must be a bloody nasty place if Tenser doesn't want to go!
- WG7 Castle Greyhawk** \$22.00  
A massive 13 level dungeon - each of the levels have been created by a different author. When designing the castle's various encounters the basic theme was: 'Do whatever you want guys - but the crazier it is, the better!'
- WG8 Fate of Istus** \$25.00  
A dread plague has struck the world of Greyhawk, and it's up to the characters to travel the length and breadth of the land seeking both an explanation and the cure.
- WG9 Gargoyles** \$13.00  
Two gargoyles wake one morning and discover that some fiend has stolen their wings! They employ a group of equally surprised adventurers to help them recover these vital attachments. WG9 is the first low-level Greyhawk module.
- WG10 Child's Play** \$13.00  
Designed for beginner DMs and players - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make damn fine fertiliser!
- WG11 Puppets** \$13.00  
Investigating a series of very strange burglaries plaguing the Free City of Dyvers leads to a fierce battle with an evil leprechaun's minions deep within tangled woods.
- WG12 Vale of the Mage** \$20.00  
The Vale is shrouded in mystery, many believe it to harbor strange and legendary powers, and now enchanted monsters are emerging from its sinister depths.
- WGA1 Falcon's Revenge** \$20.00  
A plot to revive an ancient evil cult is discovered. But the location of the actual temple remains a mystery. A myriad maze of clues, scattered throughout the City of Greyhawk, will provide hints for its whereabouts and subsequent destruction.
- WGA2 Falconmaster** \$20.00  
The Free City of Greyhawk is known as the Gem of the Flanaeas, but something very evil lurks within, and before this blight can be eliminated it must first be discovered! Includes a whole mess of 25mm cardboard buildings. For levels 5 to 7.
- WGA3 Flames of the Falcon** \$20.00  
All of the guild leaders in City Greyhawk have been assassinated. Thousands more will die unless this bizarre vendetta is quickly resolved! Due Nov.
- WGA4 Verna Lives** \$22.00  
Rotting cadavers are rising from the graveyards. Vile undead pool the night, each possessing unusual powers. A very powerful lich known as Verna, of whom many thought was just a myth, has returned to lead a legion of corpses against the city.
- WGR1 Greyhawk Ruins** \$35.00  
Castle Greyhawk's extensive ruins feature over 12 dungeon levels and nearly 1000 separate rooms! This monstrosity is recommended for characters of levels 2 to 15.

## ADVANCED D&D CONT.

### SPELLJAMMER

- "AD&D in space?" we thought. "What a crock of kobold droppings!" We were wrong. First it can link up all the disparate campaigns, and put them into the same universe; and second it's an ideal break from the normal worldly hack 'n' slash.
- SPELLJAMMER** \$40.00  
Wildspace - a turbulent, multi-hued ocean speckled with a multitude of worlds. Only merchants, pirates and explorers dare to venture into the great void. This boxed set includes two books (both 96 pages), four 21"x32" maps and 20 vessel cards.
- SJA1 Wildspace** \$20.00  
Safe at last! The small kingdom is free of marauding monsters, despoling dragons, and evil enchanters - and the heroes responsible for this utopia are VERY bored indeed! That is until an anchor falls on the town square, its chain leading skyward...
- SJA2 Skull & Crossbones** \$20.00  
A collection of short fantasy space adventures: skeletal whales carrying undead pirates, lich driven ships filled with alien parasites, sinister asteroids, and more!
- SJA3 Crystal Spheres** \$20.00  
Crystal spheres enclose entire solar systems: this module provides details on several such planetary harbors, and explains how to get to them. Due Oct.
- SJR1 Lost Ships** \$22.00  
A collection of weird adventures based on abandoned ships, partly destroyed rigs, vessels built by long-dead races, and enigmas (unexplainable oddities). Plus more rules for strange new monsters, unique spells, and 20 Spelljammer craft.

### LANKHMAR

- Lankhmar - City of Adventure** \$27.00  
City of the night, abode to thieves, and home for Fathed & the Gray Mouser. This 96 page book describes the great metropolis, detailing its residents, businesses, guilds & factions. Includes maps, adventures, the local pantheon & new monsters.
- CA2 Swords of Deceit** \$16.00  
Venture into the Night of Fear - a time when a thick fog shrouds the streets, and those unfortunate enough to remain outdoors risk the wrath of the ancient gods.
- LNA1 Thieves of Lankhmar** \$22.00  
An introduction to the city's most conniving & dangerous thieves leads to a frenzied chase through the squalid backstreets and hidden passages of Lankhmar.
- LNA2 Nehwon** \$22.00  
Two very powerful wizards have some very unusual chores that only a bunch of idiots - er, they mean heroic fighter-types, can take care of. And thus begins a most difficult and strange adventure! Due Dec.
- LNR1 Wonders of Lankhmar** \$22.00  
Contains forty-seven 1-to-2 page mini-adventures that can be used in any urban environment, but are best suited for Lankhmar. Includes new spells and monsters.

### ORIENTAL ADVENTURES

- Fuedal fantasy material - see also the Forgotten Realms Kara-Tur supplements.
- Oriental Adventures** \$35.00  
144 page hardback book containing all the necessary information needed to play a campaign. Includes great new character classes, races, spells, magical items, weapons, fighting styles, and some very inscrutable monsters!
- OA2 Night of the Seven Swords** \$18.00  
Two warlords are vying for control of a province, whoever is the first to enter a haunted castle and return with some important relics for the local temple shall rule.
- OA3 Ochimo: The Spirit Warrior** \$18.00  
An island rich in ancient lore, and guarded by a spectral samurai, must be cleansed of foul spirits before the land can be developed by the Emperor's subalterns.
- OA4 Blood of the Yakuza** \$18.00  
Visit Nakamaru - a port embroiled in a cauldron of deceit, treachery, revenge, and intrigue. A city where political factions and violent gangs battle for supremacy.
- OA5 Mad Monkey vs. the Dragon Claw** \$18.00  
A new and dangerous school of martial arts threatens to destroy its competitors, and the very hierarchy of the gods in the process. Set in the Kara-Tur realms.
- OA6 Ronin Challenge** \$22.00  
It begins as a simple martial arts tournament, and through a maze of deception and treachery becomes a climactic struggle between the forces of good and evil. The heroes must endure an arduous journey & fierce opposition to achieve their goals.
- OA7 Test of the Samurai** \$22.00  
Strange disturbances and dire omens are corrupting the Wa peninsula. A trek into the unknown land of Qui may provide the solutions to Wa's mysterious doom.
- FROA1 Ninja Wars** \$20.00  
Scores of nobles and Samurai lords are being eliminated by assassins. The very foundations of Kara-Tur society are being eroded by this blood-letting. Due Jan '91



### RAVENLOFT

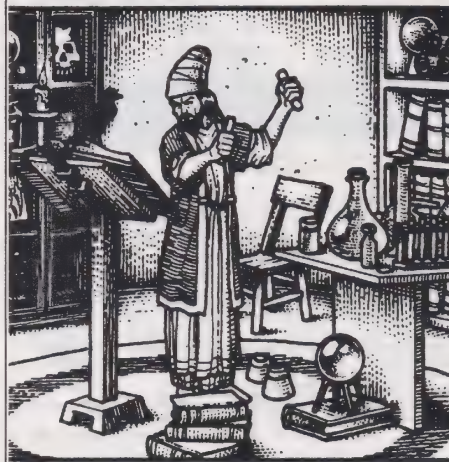
- Ravenloft** \$40.00  
A hybrid cocktail of basic fantasy elements, & classic horror-style settings. Designed to create a more gloomy, nightmarish campaign where evil lurks everywhere. This boxed set has a 128 page book, two large maps and 24 adventure cards.
- RA1 Feast of Goblins** \$25.00  
A horde of strange little Goblins invade a Vampire's home - in return for some powerful magic items the PCs are asked to dispose of the little buggers. Due Oct.
- I6 Ravenloft** \$13.00  
Hunting for a mad Vampire in the sprawling gothic splendor of a castle, during an evening thunderstorm. The master of Ravenloft is having guests for dinner tonight.
- I10 Ravenloft 2: Gryphon Hill** \$18.00  
The Count is back, and bloody angry too! Don't you feel that you've wasted all your time with I6? This module's about as much fun as sharpening wooden stakes.

### AD&D MODULES

- The following key applies to the stock below: (L) indicates a module for low-level characters; (M) indicates a module for mid-level (4-8); and (H) means High-level.
- C4 To Find a King (M)** \$13.00  
In Pellham's time of greatest need a two-centuries dead king will rise to restore order. But the throne remains vacant, as the nation's situation rapidly deteriorates.
- C6 RPGA Tournament Handbook (M)** \$20.00  
Contains full guidelines on tournament design and organisation. Also includes two adventures - 'Honor Guard', and the whimsical 'Long Way Home'.
- DQ1 The Shattered Statue (M)** \$13.00  
A mysterious note, a disappearing 5-foot-long religious relic, and the ruins of two schools of magic - in this puzzling adventure they all have something in common.

## ADVANCED D&D CONT.

- H4 The Throne of Bloodstone (H)** \$18.00  
Unfortunately this tome of mindless horror, this passport to grisly death and general pants-wetting terror, is currently out of stock and as a consequence I can't review it.
- I3-5 Desert of Desolation (M/H)** \$30.00  
Prophecies tell of the arrival of a band of heroes, and of a battery of tests to gauge their mettle. Legends mention mysterious gemstones, boundless wealth, malignant spirits, and haunted pyramids. Discover the truth...
- I14 Swords of the Iron Legion (L/M/H)** \$15.00  
Set in the Forgotten Realms, and utilising the Battlesystem rules, this module presents an anthology of conflicts - from sharp skirmishes to bloody mass wars.
- OP1 Tales of the Outer Planes (M/H)** \$20.00  
11 complete adventures based within the Outer Planes, plus 17 small 'lair encounters'. Requires Manual of the Planes to play. Ideal of a change of scenery.
- S1-4 Realms of Horror (M/H)** \$22.00  
Four classic modules reprinted & newly revised: Tomb of Horrors, White Plume Mountain, Expedition to the Barrier Peaks & The Lost Caverns of Tsojcanth. With an 80 page adventure book, a 48 page illustration book, & a 16 page map booklet.
- T1-4 Temple of Elemental Evil (L/M)** \$35.00  
Thank you Gary Gygax - paragon of roleplay mastery - here we have a megadungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level Wow!



### AD&D GAME ACCESSORIES

- REF1 DM's Screen 2nd Ed.** \$18.00  
A 6-panel colour cardboard screen that contains all of the important combat/encounter tables. An ideal prop behind which a devious DM can conceal maps and cheat like hell with dice rolls! Includes a 16 page adventure (levels 5-8).
- REF2 Character Record Sheets 2nd Ed.** \$20.00  
25 generic character sheets, 13 spell logs, and a 4 page PC generation guide.
- REF3 The Book of Lairs** \$27.00  
61 mini adventures, each 1-to-2 pages long - all PC levels included. Each scenario is adaptable to almost any situation & features a number of unique situations. Great!
- REF4 The Book of Lairs II** \$27.00  
65 mini adventures, each arranged by terrain type. Ready-to-use encounters for all character levels, some scenarios can last several nights if skillfully DM'ed.
- REF5 Lords of Darkness** \$20.00  
10 great Forgotten Realms adventures featuring every conceivable type of undead, in all sorts of nefarious situations. Includes chapters on wards & necromantic spells.
- PHBR1 Complete Fighter Manual** \$30.00  
An extensive 124 page accessory for players & DMs that features notes on character creation and RPG personalities. Includes 14 'Warrior Kits' (PC sub-classes), plus lots of new combat rules, skills, weapons and equipment!
- PHBR2 Complete Thief Manual** \$30.00  
A superb 128 page book that will help develop Thief characters and exciting urban encounters. Features new Thief tools and skills, 18 'Thief Kits' (PC sub-classes), plus comprehensive essays on Guilds, the art of deception, and Thief campaigns.
- PHBR3 Complete Priest Handbook** \$33.00  
A 128 page tome dedicated to the Cleric character class. For DMs there is a detailed section on designing fantasy pantheons. Also features 10 Priest Kits (PC sub-classes), superb RPG guidelines, plus new weapons and combat skills.
- PHBR4 The Complete Wizard Handbook** \$33.00  
This 128 page book features a guide to playing in and creating schools of magic, 10 Wizard Kits (PC sub-classes), useful role-playing notes, combat procedures for Wizards, unusual casting conditions, advanced magic use, new spells, and more!
- DMGR1 Campaign Sourcebook** \$30.00  
Basically, this is a DM's primer, and a damn good one at that: highly recommended as a beginner's companion to the DMG. Some of the articles are rather pretentious (and as such should be totally ignored), but the rest of the book is very worthwhile reading! 128 pages.
- DMGR2 The Castle Guide** \$33.00  
A detailed appraisal of medieval history for fantasy campaigns. Includes guides to the lore of Knights, castle construction and maintenance, plus expanded rules for siege warfare and tournaments. Also features sample castles. 128 pages.
- Dungeon Master's Design Kit** \$18.00  
"Scores of organisational ideas, refereeing hints, and ready-to-use materials that will make you a better-prepared, better-organised, and just plain better Dungeon Master." Sounds like crap to me! But I'll concede that it is very useful for novices.
- Battlesystem Miniatures Rules** \$35.00  
See the Miniatures Rules section in this catalogue.
- Castles** \$50.00  
Boxed set detailing a major castle from the Dragonlance, Forgotten Realms and Greyhawk campaigns. Each is fully described and extensively mapped. Due Nov.
- Mertwig's Maze** \$25.00  
For more details see the Fantasy listing in the Wargames section of this catalogue.

- The Art of the AD&D Fantasy Game** \$35.00  
A great 128 page book printed on quality gloss stock, and dedicated to the magnificent illustrations that have adorned TSR's products these past few years.
- The Art of Dragon Magazine** \$35.00  
A celebration of sorts for the artwork of Dragon magazine - from those great early issues thru to recent times. 128 pages with colour and black & white illustrations.
- The Art of the Dragonlance Saga** \$30.00  
Those who also enjoy ogling skimpy-clad viragos and serpentine monstrosities will certainly get their money's worth with this excellent 126 page book.

- Best of Dragon Vol. #1** \$9.00  
AD&D material doesn't come much earlier than this! Gary Gygax and his accomplices get to dust off their old articles. Includes a design forum, humor & variants.
- Best of Dragon Vol. #2** \$11.00  
Features 6 interesting NPC Classes, lots of AD&D essays from the pen of Gygax, and various articles discussing a wide variety of topics of value to dedicated DMs.
- Best of Dragon Vol. #3** \$11.00  
With brilliant articles on non-human races (now in 2nd Ed.), several great essays on Dragons, in depth discussions on character classes, plus a new aerial race.
- Best of Dragon Vol. #4** \$10.00  
Not in stock at the time of typing (again!), so use your imagination.
- Best of Dragon Vol. #5** \$10.00  
Contains a plethora of articles that cover virtually everything, from ancient fiends and title-generator tables for powerful characters, to guidelines for 'Wish' spells.



## DRAGONQUEST

**FANTASY** TSR's reprint of the old SPI classic. The magic, combat & character-creation systems are great; although the detailed mechanics makes it slower to play than AD&D. This is a limited edition print run! **TSR**

**DRAGONQUEST** \$35.00  
156 page softcover book with 3rd Edition rules, includes a complete adventure.  
**DQ1 The Shattered Statue** \$13.00  
TSR's first, and only, hybrid module that is playable with AD&D or Dragonquest.

## ELFQUEST

**FANTASY** Based on the popular comics created by Wendy Pini. The World of Two Moons features an array of mystical races and magical creatures, the most prominent being the diverse tribes of Elf & Troll. **Chaosium**

**ELFQUEST** \$40.00  
This second edition, 192 page softcover includes all the necessary rules and source material, plus the Elfquest Companion, character sheets, and scenarios.

## ETERNAL CHAMPION

**SCIENCE & SORCERY** The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. This series is based on the books of Michael Moorcock. **Chaosium**

**STORMBRINGER 4nd Ed.** \$40.00  
The savage, brutal world of the Young Kingdoms. A realm where ancient empires slowly crumble, and bold new nations gain in power. It is a time when mercenaries and adventurers can discover great power and wealth, if they live long enough... The 208 page softcover rulebook contains everything needed to play (except dice).  
**HAWKMOON** \$50.00  
Set in the familiar continent of Europe, but during the Tragic Millennium - an age wherein magical artifacts and technology coexist, while fell beasts and mutants prowl the wilderness. This is a heroic world of great warriors and arcane powers.  
**Black Sword** \$12.00  
A woman pledges to avenge her father's death. Gathering a band of adventurers she sets forth on her quest to slay Elic, the albino Prince who possesses the infamous sword known as Stormbringer.  
**Stealer of Souls** \$12.00  
A wealthy merchant is murdered by his rivals, but the benefits they gain from this evil act are compromised when each of them becomes targeted for revenge.

## FANTASY HERO

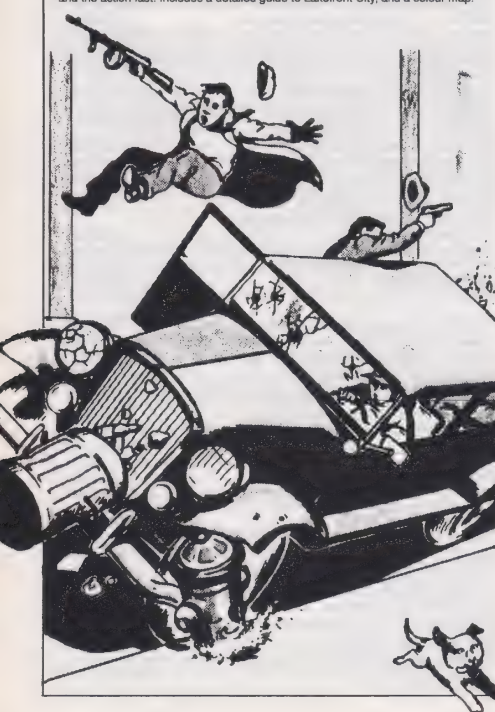
**FANTASY** A comprehensive, but not complex, system that features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and stunning cover artwork by Elmore! **Iron Crown**

**FANTASY HERO** \$30.00  
A 256 page book containing all the necessary mechanics needed to play, including adventures. The publishers recommend that the detailed *Shadow World* series be used as a setting for serious campaign play.  
**FANTASY HERO COMPANION** \$22.00  
A 144 page book that features a mass combat system, various sample building floor plans, 76 new critters, more magic items, and 13 extra spell colleges.  
**HERO SYSTEM** \$30.00  
One of the first, and best, universal (generic) RPG systems available. This 220 page book includes character generation, with combat and adventuring sections.  
**NINJA HERO** \$25.00  
A martial-arts sourcebook for the Hero system, featuring a vast array of oriental combat techniques & styles, special weapons, armor, adventures, etc. 176 pages.

## GANGBUSTERS

**HISTORIC** Infamous criminals and renown crime fighters compete against one another for the political and economic control of Lakefront City in this entertaining 1920's to 1930's American pulp-action RPG. **TSR**

**GANGBUSTERS** \$45.00  
This is a 128-page, third edition, softcover book. The mechanics are fairly simple and the action fast. Includes a detailed guide to Lakefront City, and a colour map.



## G.U.R.P.S.

**GENERIC** An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to learn a new set of gaming rules. Ideal for multi-universe characters. **SJG**

**GURPS BASIC RULEBOOK 3rd Edition** \$35.00  
**GURPS Character Sheets** \$11.00  
**GURPS Blank Character Sheets** TBA  
**GURPS Hi-Tech (weapons-tech thru the ages)** \$30.00  
**GURPS Player's Book** \$20.00

**Fantasy RPG - 2nd Ed.** \$40.00  
**Fantasy GM's Pack** TBA  
**Fantasy Bestiary** \$35.00  
**Fantasy Folk (races)** \$35.00  
**GURPS Magic** \$35.00  
**GURPS Magic Items** (due Dec.) \$30.00  
**Harkwood** \$15.00  
**Man-to-man Fantasy Combat** \$10.00  
**Orcslayer (for Man-to-man)** \$10.00  
**Tredroy** \$16.00  
**Witch World RPG** \$35.00

**Conan RPG** \$30.00  
**Conan - Beyond Thunder River (Solo)** \$18.00  
**Conan - Moon of Blood (Solo)** \$15.00  
**Conan - And the Queen of the Black Coast (Solo)** \$15.00

**Horror RPG 2nd Ed.** (due Oct?) \$40.00  
**The Old Stone Fort** \$15.00  
**Zombietown U.S.A.** \$15.00  
**Flight 666** \$16.00  
**Chaos in Kansas (also for CLIFFHANGERS)** \$11.00

**Space RPG 2nd Edition** \$40.00  
**Cyberpunk RPG** \$40.00  
**Ultra-Tech** \$35.00  
**Aliens** \$35.00  
**Space Atlas** \$20.00  
**Space Atlas Vol. II** \$20.00  
**Space Atlas Vol. III** \$20.00  
**Space Bestiary** \$35.00  
**Space GM's Pack** \$20.00  
**Psi-Tech** TBA  
**Unnigh** \$15.00  
**Stardemon** \$13.00  
**Uplift** (I think it's for GURPS Space!) TBA

**Humanx RPG** \$25.00  
**For Love of Mother Not (for HUMANX)** \$20.00  
**Cliffhangers RPG** \$27.00

**Supers RPG 2nd Ed.** (due Feb. '91) \$35.00  
**Super Scum** \$19.00  
**Deathwish** \$13.00  
**Supertemps** \$16.00  
**International Super Teams** (due Feb. '91) \$30.00

**Ice Age RPG** \$15.00  
**Japan RPG (Fuedal & Fantasy)** \$27.00  
**Martial Arts** (due Nov.) \$30.00  
**(The) Prisoner RPG** \$30.00  
**Riverworld RPG** \$30.00  
**Special Ops RPG** \$34.00  
**Swashbucklers RPG** \$25.00  
**Time Travel RPG** (due Dec.) \$40.00  
**Wild Cards RPG** \$34.00

## HEROES UNLIMITED

**SUPERHERO** This quite popular moderate-complexity product has been around for quite some time. I do believe that the Teenage Mutant Ninja Turtles RPG system was based on this game. **Palladium**

**HEROES UNLIMITED** \$40.00  
A 248 page softcover book with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware (including vehicles), magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment (including weapons), character sheets, and a few other bits!

## HUNTER PLANET

**SCI-FI** An Australian made RPG about alien tourists hunting humans on Earth for recreation. The emphasis is on FUN role-playing, not serious dice-rolling slugfests or boring moralistic conundrums. **HPAC**

**HP Executive Pack** (contains all of the items listed below) \$25.00  
**HUNTER PLANET 2ND Edition** \$10.00  
**Sindec: The Adventure** \$10.00  
**Character Record Sheets** \$4.00  
**CM's Screen & Mini Adventure** \$6.00

## LACE AND STEEL

**FANTASY** Australian production. Imagine, if you can, the Three Musketeers meeting Errol Flynn - add a subtle touch of magic, plus various mythical monsters, a dash of romance, and clever game mechanics. **TAG**

**LACE AND STEEL** \$45.00  
Contains a 50 page Character book, a 50 page GM's book, a 58 page Mittelmarck (campaign) book, a 28 page Adventure book, & two sets of magic/combat cards. Incorporates a card-based combat system that captures the flavor of a classic Hollywood sword fight, and is much more fun than a furious clash of dice rolling!  
**Castle Keitel** \$17.00  
Baron Keitel lies comatose after an accident. A labyrinth of courtly intrigue & sinister disturbances now plague the Barony as various factions vie for prominence.  
**Highwayman** \$17.00  
An infamous highwayman faces the gallows for his legendary crimes. But the condemned man is innocent, and the real villain has once again eluded justice.

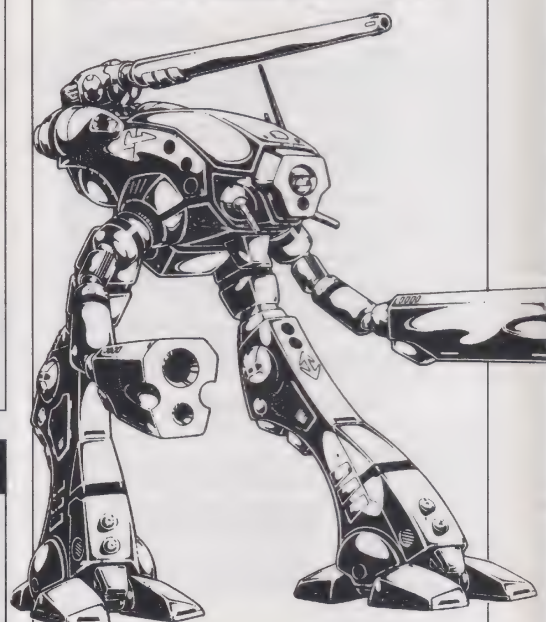
## MARVEL SUPERHEROES

**SUPERHERO** The vile villains and heroic heroes of the MARVEL comics universe bully, batter and butcher each other in a never-ending contest for truth, justice and machismo dominance over their peers. **TSR**

**MARVEL SUPERHEROES** \$40.00  
**MARVEL SUPERHEROES ADVANCED** \$40.00  
**Deluxe City Campaign Set** (New York) \$40.00  
**The Uncanny X-Men Special** (boxed - due Oct.) \$40.00  
**MA2 Avengers Coast-to-coast** \$27.00  
**MA4 The Fantastic Four** \$20.00  
**ME2 Ragnarok and Roll** \$13.00  
**MH1 The Breeder Bombs** \$13.00  
**MH4 Lone Wolves** \$11.00  
**MH7 The Last Resort** \$13.00  
**MH8 Fault Line** \$13.00  
**MH9 The Gates of 'What If?'** \$16.00  
**MHAC4 Pit of the Viper** \$13.00  
**MHAC7 Concrete Jungle** \$14.00  
**MHAC8 Weapons Locker** \$13.00  
**MHSP2 Secret Wars II** \$20.00  
**MLA1 After Midnight** \$20.00  
**MLA2 Night Moves (due Sept.)** \$20.00  
**MLA3 Night Life (due Dec.)** \$20.00  
**MLBA1 Mutating Mutants** \$12.00  
**MT1 All This and World War Two** \$18.00  
**MT2 The Weird, Wierd West** \$20.00  
**MT3 The Revenge of Kang** \$20.00  
**MU1 Handbook of the Marvel Universe: A-D** \$30.00  
**MU2 Handbook of the Marvel Universe E-M** \$30.00  
**MU3 Handbook of the Marvel Universe M-S** \$30.00  
**MU4 Handbook of the Marvel Universe S-Z** \$30.00  
**MU5 Handbook of Marvel Universe 1988-89** \$35.00  
**MU6 Handbook of Marvel Universe 1989-90** \$35.00  
**MX3 Reap the Whirlwind** \$13.00  
**MX4 Flames of Doom** \$13.00

## MECHWARRIOR

**SCI-FI** Five powerful stellar empires fight a savage galactic war for water resources and the lost military technology of the ancients. **FASA**  
For further titles see *BATTLETECH* in the **WARGAMES** section.



**MECHWARRIOR** \$30.00

A moderate complexity RPG system that focuses on the turbulent lives of the men and women who pilot massive mechs of war in the 30th Century. 144 pages.

**Battletech: 20 Year Update** \$22.00

The year is 3050AD and numerous changes have transformed the structure of the war. This 96 page book describes the political & military effects in great detail.

**Mercenary's Handbook** \$27.00

The universe has been consumed by war for over 200 years, for mercenaries the job opportunities are as diverse as they are dangerous. 104 pages of unit descriptions, contracts, tactics, employers, campaigns, uniforms, and more.

**The Periphery** \$30.00

The Periphery exists within the fringes of the Inner Sphere and interstellar space beyond, a sprawling collection of countless small, bickering kingdoms. 160 pages.

**House Steiner - The Lyran Commonwealth** \$30.00

Economically the strongest of the Inner Sphere States, but led by the weakest military hierarchy. 176 pages, including uniforms, rank insignias, unit crests, etc.

**House Davion - The Federated Suns** \$30.00

The largest and most powerful Successor State in the Inner Sphere. This 210 page book details Davion's history, leaders, wars, government, economy, culture, etc.

**House Kurita - The Draconis Combine** \$30.00

Set on conquering the Inner Sphere, Kurita is one of the most feared Houses. Their society is founded upon a quasi-feudal respect for the warrior ethic. 192 pages.

**House Liao - The Capellan Confederation** \$30.00

Wily, treacherous & formidable - Liao is deemed to be a future threat to Inner Sphere stability, although no other empire considers it a problem... yet! 160 pages.

**House Marik - The Free Worlds League** \$30.00

Weakened by centuries of war, and inner political turmoil, House Marik has entered into an alliance that may change forever the Sphere's balance of power. 168 pages.

**The Star League** \$30.00

Alek Kereensky ruled over 3,000 star systems, and the Houses all deferred to his will. It was a golden age where technology fueled man's quest for glory. But war and the lust for power corrupted this great era. 192 pages.

**The Fourth Succession War - Military Atlas Vol. I** \$30.00

Davion invades the Capellan Confederation. The entire Inner Sphere is soon aflame! This well illustrated 128 page book details the early campaigns.

**The Fourth Succession War - Military Atlas Vol. II** \$30.00

Contains information on all the major battles from 3029 to 3030, each illustrated with tactical and strategic colour maps. Includes unit descriptions. 128 pages.



## MEGATRAVELLER

**SCI-FI** The vast Imperium has collapsed into interstellar chaos: rebellion, military treachery & plundering alien forces are but a fraction of the turmoil that exists. In space no one can hear your die roll! **GDW**

- MEGATRAVELLER \$60.00**  
Boxed set containing: the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spindward Marches, and a brace of dice.
- C.O.A.C.C. Close Orbit & Airspace Control Command \$22.00**  
A sourcebook for aircrew (as opposed to spacecraft kids!), includes craft design, COACC operations, tech level evolution, combat rules and a campaign. 96 pages.
- Fighting Ships of the Shattered Imperium \$22.00**  
A compendium of 58 vessels from the Imperial Navy. Includes stats for Battleships, Cruisers, Carriers, Escorts & Auxiliaries. With illustrations & fleet details. 96 pages.
- Imperial Encyclopedia \$22.00**  
Presented herein are all the basic facts concerning the Imperial Wars, stellar history, the nobility, library data, equipment lists and starship travel. 96 pages.
- Knightfall - \$22.00**  
A trade expedition is captured by rebels, while escaping they meet a Knight who claims to have discovered a fabled lost city of technological wonders. Due Sept.
- Manhunt - TBA**  
The first volume in the 'Onnesium Quest Trilogy' series. It involves an epic search across the shattered Imperium for a mineral-rich asteroid belt. 56 pages. Due ?
- Player's Manual \$22.00**  
Filled with the usual stuff: character creation & classes (18 career types), 159 skills, combat resolution, damage rules, psionics and background details. 104 pages.
- Rebellion Sourcebook \$22.00**  
Explains the origins and consequences of the rebellion, the fate of the Imperial Fleet, and details on the 13 factions that currently exist. Complete historical notes are included, plus political/military maps and an equipment catalogue. 96 pages.
- Rebel's Tales - \$22.00**  
Further detailed information concerning the unstoppable rebellion that consumes the vast Imperium. Includes five desperate adventures. Due Dec.
- Referee's Companion \$22.00**  
Features essays on the four major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, tech research, mega-corporations, communications, mapping, technology, and more! 96 pages.
- Referee's Manual \$22.00**  
Contains the usual sort of stuff - a generator for star systems & worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages.
- Robots & Cyborgs - TBA**  
An updated and expanded version of '101 Robots'. Due early 1991.
- Starship Operator's Manual \$20.00**  
A detailed analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus the 'Old Timer's Expert Advice' & deckplans. 66 pages.
- The Flaming Eye - \$22.00**  
The worlds of the fierce Vilani pirates, known as the Vland Domain, have suddenly declared their independence from the embattled Imperium. Due Sept.
- 101 Vehicles \$22.00**  
I think the title adequately describes the contents. Each entry includes an illustration and a full game-stat profile - comprehensive military, civilian & alien coverage.
- Vilani & Vargr - The Coreward Races \$27.00**  
Features information on physiology, psychology, society, culture, technology, history, and role playing tips! Includes home-region starships plus new rules. 104 pgs.
- World Builder's Handbook \$25.00**  
Includes world survey procedures & a survey/sensor equipment list, plus rules for creating environments with exotic alien cultures & unusual features. 96 pages.

## MIDDLE EARTH CONT.

- Lords of Middle Earth II: The Mannish Races \$20.00**  
A wealth of information concerning the Kings of Amor, Gondor & Numenor, Aragorn the Ranger, Boromir, the Witch King of Angmar, brave Eowyn and the Ring Wraiths
- Lords of Middle Earth III \$20.00**  
Introduces the races that the other books neglected - the surprising Hobbits, secretive Dwarves, patient Ents, hideous Orcs, and foul Trolls. 112 pages.
- Minas Tirith \$30.00**  
A 160 page hardback 'city supplement' that includes a double-sized 16"x20" colour map, 40 pages of floorplans and layouts, plus history, personalities, etc.
- Treasures of Middle-Earth \$22.00**  
The list includes arms, armor, apparel, equipment, jewelry, gems, art, musical instruments, rings & tools. Further articles detail the history of important items and artifacts, with notes on the techniques & materials used in their creation. 144 pages.

### CAMPAIGN MODULES

- Dunland and the Southern Misty Mountains \$20.00**  
Dunland is a nation whose warrior clans jealously guard their independence. The Southern Mountains is a hazardous realm known to shelter Giants, Elves & Dragons!
- Empire of the Witch King \$25.00**  
Angmar - a bleak and twisted land that hides the evil Witch King. Here dark Warrior Priests & Orcs prowl the landscape while Dragons & Trolls feast upon the unwary.
- Ents of Fangorn \$20.00**  
Here dwell the Ents, an ancient & patient race. These noble beings guard the trees against axe and fire, for Fangorn is the last remaining remnant of the Great Forest.
- Far Harad - The Scorched Land \$20.00**  
The imposing desert city of Bozsha-Dar guards a vast ocean of sand. The legendary warriors of the nomad tribes live a life far removed from the city's comforts.
- Ghost Warriors \$18.00**  
Ghost warriors roam by night, taking captives to swell their undead ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the dark labyrinth that twists through the deep gutrock of the Misty Mountains.
- Gorgoroth - \$27.00**  
Evil stirs east of the Mountains of Shadow. Torchlight glares from the arrow slits of once-abandoned citadels, & acrid smoke unfurls from Orodruin's long quiet summit.
- Greater Harad \$20.00**  
Nested between desert & mountain, the Seven Cities is a cosmopolitan oasis where commerce is the law. Now Storm King, the evil Ringwraith plots its downfall.
- Havens of Gondor - Land of Belfalas \$20.00**  
Sail with the Corsairs of Umbar as they battle Dol Amroth's white ships. Or search the Elven haven of Eithelond & the famous beacon they call the Sea Ward Tower
- Isengard and Northern Gondor \$20.00**  
Home to the fierce warrior clans of the Dunlendings, Druedain, and Calenardhrons, and site of the infamous citadel known as the Tower of Orthanc.



- Lorien and the Halls of the Elven Smiths \$20.00**  
Eregion - the grandest Elven kingdom, a fabled land of spires, manor & ruins. Includes information concerning the rings (the Water Ring, etc.), and Elven history.
- Lost Realm of Cardolan \$20.00**  
Cardolan is a harsh, brutal realm torn by constant war and where mercenary bands thrive on the bloodshed. Dare you face the evil wrath of the Witch King of Angmar?
- Mirkwood - The Wilds of Rhovanion \$25.00**  
This 128 page supplement includes colour maps, layouts on all major sites of interest, descriptions of the many races that inhabit the region, & famous personalities.
- Moria - the Dwarven City \$20.00**  
Known as the greatest & richest dungeon in Middle Earth, this details the caves and mines that worm their way deep into the ancient gutrock of the Misty Mounts.
- Mount Gundabad \$20.00**  
From the grim halls of the Goblin city to the mysterious Underdeeps, Mount Gundabad is a veritable warren of evil monstrosities and cruel Orc hordes.
- Rangers of the North - The Kingdom of Arthedain \$20.00**  
Home to the faithful Rangers of fallen Numenor, these secretive and well-travelled warriors protect the eastern borders against the cruel forces of darkness.
- Riders of Rohan \$20.00**  
The Rohirrim are a proud and brave race whose cavalry skills are unsurpassed in all the land! These renowned warriors despise the Dark Lord, and mistrust all magic.
- Sea Lords of Gondor - Pelagiar and Lebennin \$20.00**  
Privateers & corsairs follow the Bay of Belfalas, avoiding the Royal Fleet and preying on unwary merchant vessels. Here can be found great beauty and eerie decay.
- Shadow in the South \$20.00**  
The Nazgul called Storm King rules this domain of wild shores, dark woods, rugged mountains, and black legacies. Herein savage tribes fight for their very survival.

## MIDDLE EARTH CONT.

### ADVENTURE MODULES

- Assassins of Dol Amroth \$10.00**  
Three adventures - Avenge a Knight of great renown, survive the terrible dangers of a 'deserted' manor house, and lead a brave assault into an eerie stronghold.
- Brigands of Mirkwood \$10.00**  
The settlement of Strayhold is a dark carnival filled with rogues, vagabonds & rare merchandise. The labyrinthine streets cloak all manner of surprises, and danger!
- Dark Mage of Rhudaur \$12.00**  
A kingdom in decline, where Orc hordes lay siege to Beacon Towers, barbarians plunder wealthy trade routes, and the ancient Ylveloud shadow prowls the night.
- Denizens of the Dark Wood \$10.00**  
Deep within brooding Mirkwood can be found vicious tribes of Orcs, vile Trolls, cruel Giant Spiders, & a sinister Necromancer whose dark art requires living blood.
- Erech and the Paths of the Dead \$12.00**  
Daen Coentis swore allegiance to Gondor upon the half-buried Stone of Erech, and it is here that the Army of the Dead shall gather to right their ancient Oath-breaking.
- Forest of Tears \$12.00**  
Jungle frolics - the secretive Honnin are troubled by a cannibalistic spirit who preys upon its worshippers, and a Tavern seduced by Sauron's dark promises of power.
- Gates of Mordor \$10.00**  
Search North Thilien for a stolen shipment of wine & ale. Evict a brazen band of Scar-shai Orcs from a ruined tower. Discover a sorcerer's gruesome experiment.
- Ghosts of the Southern Anduin \$10.00**  
On foggy nights a ghost haunts the mighty Anduin river. Inland, a mysterious blight has fallen like an evil shadow upon the trees and crops, withering everything.
- Goblin-Gate and Eagle's Eyrie \$10.00**  
Plunge into the dark and deadly labyrinth that is Goblin-Gate, or join the Great Eagles as they battle fierce Giants among the rugged peaks of the Misty Mountains.
- Haunted Ruins of the Dunlendings \$10.00**  
A reward is offered to find the thugs responsible for the slaying of 16 merchants. An abandoned temple harbors a King's fortune, and death in its many guises!
- Hazards of the Harad Wood \$12.00**  
Rescue the son of a wealthy Lady from Dunmish warriors, and a haunted battle.
- Hazards of the Harad Wood \$12.00**  
Visit the superstitious rural folk living near the Vale of Tears, or search the lush beauty of the Suza Sumar for the ancient menaces that hide within.
- Mouths of the Entwash \$10.00**  
Hideous undead Mewips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land of bog, marsh & fen.
- (The) Necromancer's Lieutenant - \$12.00**  
Enter the brooding depths of southern Mirkwood - an evil realm that harbors many dangers - giant spiders, foul Orc from Dol Guldur, deadly plants, & more... due Nov.
- Perils on the Sea of Rhun \$10.00**  
Face assassins, the Cult of the Long Night, and Sauron's dark minions - the Sea of Rhun is a place of bitter secrets and unnameable forces ever hungry for power.
- Phantom of the Northern Marches \$12.00**  
The terrified inhabitants of a small village are menaced by one seeking revenge. In the moors at night the earth trembles with the footsteps of something very large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits a challenge.
- Pirates of Pelargir \$10.00**  
Dare to sail against the murderous pirates of the Red Cliff! Search for the hiding place of the Laughing Raiders. Storm a pirate stronghold to rescue captive slaves.
- Raiders of Cardolan \$10.00**  
Now is the time to enter Black Wood and stop the dark rebellion within, then plan the downfall of sea raiders before they return for more plunder and innocent blood.
- Rivendell - House of Elrond \$10.00**  
Details the hidden vale of Imladris - the wondrous home of Elrond. A haven for the Elder and the last Kings of Amor, and meeting place of the famed White Council.
- Rogues of the Borderlands \$12.00**  
Snow-capped peaks and deep forests whose very shadows hold fell beasts, surround isolated hamlets and farms where only the fearless or hardy dare dwell.
- Thieves of Tharbad \$10.00**  
Adventure awaits within an inland port whose proud grandeur cannot fully disguise the decay and discontent that festers behind the mean facades of its lesser streets.
- Warlords of the Desert \$10.00**  
Visit the bustling port city of Dar and encounter its wealthy traders, or the rogues from Far Harad & beyond. But beware the skulking agent-assassins of the Nazgul.
- Woses of the Black Wood \$10.00**  
Try to stop the night terror that haunts the People of Bor Leath. Meet the herb mistress who is protected from the dangers of Black Wood by the animals she has befriended. Or search the extensive grottos of the Woses for ancient treasure.

## MIDDLE EARTH

**FANTASY** J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and bold colour with this moderate complexity, but well crafted system. **Iron Crown**

**MIDDLE EARTH 2ND Ed. \$25.00**  
This boxed set contains a 128 page rulebook, a booklet of maps, an excellent 32-page introduction to role-playing, plus 56 colour cardboard characters with stands.

### SUPPLEMENTS

- Guide Book to Middle Earth \$15.00**  
Contains vital campaign information such as climate, languages, and geography - plus a 24"x36" colour map of Middle Earth that includes the trade routes.
- MERP Adventure Guidebook II \$22.00**  
Sourcebook for northwest Endor and surrounding lands. Includes a colour map, an Elvish dictionary, and a comprehensive glossary of people, cultures, places, etc.
- MERP Combat Screen 2nd Ed. \$12.00**  
Contains the combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen - plus 2 handy quick-reference sheets.
- Middle Earth map: Folded \$10.00**  
A beautiful 24"x36" colour map of Middle Earth and the Wild Lands to the north, east and south. This is the same map that appears in the MERP Guidebook.
- Mythic Greece - The Age of Heroes \$25.00**  
A campaign sourcebook wherein characters vie with terrible monsters, explore mysterious lands, and compete for the favors of the very gods. Includes Demigod characters, new creatures & treasures, specialised magicks, and more. 160 pages.
- Robin Hood \$22.00**  
Another alternate campaign sourcebook, with 2 11th century English settings - the Forest of Dean on the Welsh Marshes, and Sherwood Forest. With new medieval skills & professions, plus useful bandit/querrel campaign information. 160 pages.
- Vikings \$18.00**  
Battle Sea Dragons and pirates off the Irish Coast, or sail one of the famed Dragon-Boats south to the untamed shores of North Africa! Comprehensive & informative, this 112 page book includes details on folklore, monsters, kings and gods - everything that haunted and prowled and looted the world of the Norsemen.
- Pirates \$25.00**  
Creates the boisterous world of 17-18th century pirates and buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - grand adventure, wealth and peril await all who sail under the banner of the Jolly Roger. 160 pages.
- Mythic Egypt \$25.00**  
A land of fierce dust and heat, an era of mighty God-Kings and Sorcerers. Enter the desert wilderness wherein Djinn and Sphinxes wander; search for the treasures of the Royal Dead, but beware their undead guardians. A 160 page sourcebook.

**Angus McBride's Characters of Middle Earth - \$30.00**  
At last! A 64 page glossy book highlighting Angus McBride's superb Middle Earth artwork done over the past ten years. This is an indispensable product for both connoisseurs of fine fantasy art and fans of Tolkien's works. (due Oct.)

### FORTRESSES OF MIDDLE EARTH

- Calanhad: A Beacon of Gondor \$18.00**  
Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's 7 famous Beacon Towers. With floorplans, room descriptions and adventure 'hooks'.
- Halls of the Elven-King \$10.00**  
Features the Thranduil Wood Elves' underground city in Mirkwood. Detailed layouts, perspective illustrations, and plans makes this an ideal generic product.
- Teeth of Mordor \$10.00**  
Interior & exterior information on the two towers that guard the entrance to Mordor, the land of Sauron. This series of products can be used in any fantasy campaign.
- Weatherport: Tower of the Wind \$10.00**  
Details a huge tower-fortress caught up in the vicious struggle between Amor's three bickering successor kingdoms. Includes extensive floorplans and notes.

### SOURCEBOOKS

- Creatures of Middle Earth \$18.00**  
Gaining information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Barlocks. Each species features a general history.
- Lords of Middle Earth I: The Immortals \$20.00**  
Covers everything you've ever needed to know about the Elves, Valar, Maiar, and the Great Enigmas. With history, powers, personalities, game stats, & 112 pages.

## PALLADIUM

**FANTASY** A n RPG that is obviously based on the AD&D system, but contains a lot less game mechanics - ideal for those who like AD&D but can't find the motivation to read a plethora of rulebooks! **Palladium**

- THE PALLADIUM RPG \$40.00**  
Book II: Old Ones \$30.00  
Book III: Adventure on the High Seas \$30.00  
Book IV: Adventures in the Northern Wilderness \$22.00  
**Monsters & Animals \$30.00**  
Further Adventures in the Northern Wilderness \$25.00

## PARANOIA

**SCI-FI** A humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, weird inventions, wacky scientists, psychotic robots, and more! **WEST END**

- PARANOIA 2ND Ed. \$35.00**  
This boxed set contains the book listed below, as well as extra bits 'n' pieces.
- Paranoia Book \$25.00**  
A 134 page softcover book that features everything that you've ever needed to know about killing off characters... and maybe giving the players a fun and light-hearted evening's gaming. Includes a 28 page adventure and a jumble of handouts.
- Alice Through the Mirrorshades \$20.00**  
The Computer has crashed! Vulture Warriors of Dimension X watch horrified as they are 'volunteered' to go back in time to execute the person responsible.
- Alpha Complexities \$18.00**  
The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; (a probably one-way) trip Outdoors; and a trashy science fiction mega-villain!
- An Excessory Pack for Paranoia \$25.00**  
Featuring a 3-panel Gamemaster's Screen, 75 'Cardstock Commies' with plastic stands, 12 character sheets and 3 copies of 3 different bureaucratic triplicate forms.
- Clones in Space \$18.00**  
Eager Troubleshooters get to enjoy the exciting, but slightly gut-squashing, effects of lift-off. The survivors get a handy lesson in weightlessness and a lucky few learn about the curious effects of hard vacuum. So much fun hardly seems fair!
- Crash Course Manual \$30.00**  
Anarchy reigns: the Computer is dead! Now clones rise up against their oppressors and secret societies take control. But somewhere the computer may still survive...
- Death, Lies and Vidtape - \$22.00**  
With the Computer gone all of the Secret Societies have entangled themselves in a bitter war for supremacy. The PCs find themselves caught up in the feuding.
- (The) D.O.A. Sector Travelogue \$30.00**  
Vacation capital of Alpha Complex - stroll the quiet corridors, sip Bouncy Bubble by the light of a dozen surveillance cameras, or enjoy a running firefight with friends.
- Don't Take Your Laser to Town \$18.00**  
From a time when clones were clones, and 'bots were 'bots, and player characters were covering under buildings. Beware of Black Bot and his band of outthroats!
- Form Pack \$18.00**  
Includes The Equipment Request Form, The Equipment Complaint Form, The Form Request Form (all in triplicate), and a bizarre bureaucratic mini adventure.



## PARANOIA CONT.

- Gamma-Lot** \$20.00  
Knights, castles & dragons in LOT Sector - merry olde England meets not-so-merry Alpha Sector Troubleshooters. Features the return of Randy the Wonder Lizard!
- Hill Sector Blues** \$20.00  
First edition campaign pack - a treasonous compendium of facts, rumors, innuendos, and outright lies concerning Hill Sector police duties in Alpha Complex.
- (The) Iceman Returneth** \$18.00  
A freeze-dried High Programmer from the past is accidentally thawed - only the most naive, morose, and just plain-stupidest Troubleshooters would ever get involved with treason of this magnitude. So naturally all players will jump at the chance!
- More Songs About Food Yats** \$18.00  
Classic Paranoia - thrilling chases, comedy & more explosions than you can shake a neuropath at. Includes handouts and props to make the players feel important.
- (The) People's Glorious Revolutionary Adventure** \$20.00  
The Communist Controlled Computer Population (CCCP) toils selflessly under the benevolent rule of the Big Red One, Tovarich Computer. The players finally get to be Commies and TRASH Alpha Complex - this is just too good to be true!
- (The) R&D Catalogue** \$28.00  
Remember all of those strange, and sometimes downright confusing, gadgets and weapons that usually self-destructed, or maimed everyone within reach when they were used? Well here they are again - all of them! Also includes an adventure.
- (The) Secret Society Wars Adventure** \$20.00  
Death, destruction, and a comedy of errors as only Paranoia can offer. Due Sept.
- Send in the Clones** \$18.00  
If struggling thru the sewers tracking Commies whilst being serenaded by treasonous songs doesn't sound terribly funny, then listen to the Funbot for a few minutes.
- The Computer aloud Shoots Twice** \$20.00  
2nd Ed. reprint of 'Send in the Clones' and 'Orbustlers' - a heroic fantasy escapade wherein characters can experience the thrill of being turned into slugs! 96 pages.
- Twilightcycle: 2000** \$20.00  
Welcome to WW3! San Francisco, where visitors can get sandwiched between Soviet and US forces hellbent on getting the Alpha Complex Computer prototype, and blowing the smoking crap out of each other! Compatible with TWILIGHT 2000.
- Vapor's Don't Shoot Back** \$15.00  
It's the 84th Annual High Programmer's Invitational Tournament - and players are asked to compete... or else! By the way, this competition is extraordinarily illegal.
- Yellow Clearance Black Box Blues** \$15.00  
Battle against traitors to the computer, including a deadly conspiracy of Communist Mutants of unbelievable power who are all armed with weapons one can hardly even begin to imagine. Survival 'aint going to be the Computer's problem...
- Vulture Warriors of Dimension X** \$30.00  
No longer are Vulture Warriors restricted to Alpha Complex; now they can die repeatedly in all sorts of exotic locales throughout time! How many clone replacements does it take to get to the center of a leaky nuclear reactor?

## PENDRAGON

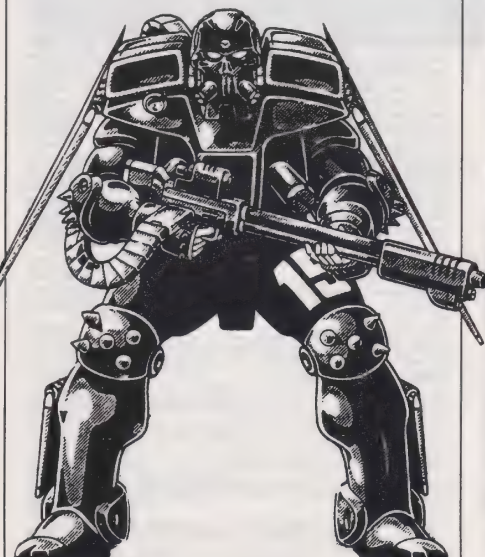
- FANTASY** The glory that is King Arthur's court - chivalry, courage, and skill are the means by which a young Knight can defeat peril or treachery, and perhaps join with the fabled fellowship of the Round Table! **Chaosium**
- PENDRAGON 3rd Ed.** \$40.00  
A 208 page softcover book dealing with character generation, family history, glory & ambitions, game mechanics, ideals & passions, wealth, chivalric duties, NPCs & creatures, various scenarios, and more! A recommended role-player's game.
- Knights Adventurous** \$35.00  
Greatly expands the parameters of PC Knights, and includes further information on sieges, raids, women, Christianity, Paganism, adventures, etc. (due Sept.)

## RENEGADE LEGION: LEGIONNAIRE

- SCI-FI** The year is 6831 - a multitude of renegade worlds fight for independence from the tyrannical TOG empire. Freedom can only be gained by bold military confrontations, as well as espionage & sabotage. **FASA**
- RENEGADE LEGION: LEGIONNAIRE** \$40.00  
Comprehensive info on the Terran Overlord Government, the Commonwealth, and the Renegade Legions. With the usual stuff on mechanics & equipment. 200 pages
- The Guide to Shannadam Country** (due Nov.) \$20.00  
Tessdrake Run (due Jan. '91) \$15.00
- Shadows in the Twilight** TBA

## RIFTS

- SCIENCE & SORCERY** Earth has been transformed - super science and high technology rule the nations of the future, but awesome magicks and supernatural creatures threaten a new dark age. **Palladium**
- RIFTS** \$50.00  
A profusely illustrated 256 page softcover book that features 26 PC classes, 3 PC Attributes, alignments, weapon skills, espionage, psionics, a detailed world history, magic, artifacts, vehicles, robots, cybernetics, bionics, and much more!



## ROBOTECH

- SCI-FI** Faithful, and very detailed, recreation of the Robotech - Macross universe: from the destruction of SDF-1 & 2, to the launching of the SDF-3. Mankind faces a reign of terror from an alien army. **Palladium**
- ROBOTECH** \$30.00  
Includes character creation & PC classes, skill descriptions, combat mechanics, a complete Mecha/Destroid inventory, data on conventional vehicles, a full weapons listing, the Zentradi technology & a brief history taken from the films. 110 pages.
- Ghost Ship** \$16.00  
Rebel Zentradi and hi-tech bandits plunder the massive ring of debris orbiting the Earth - the R.D.F. dispatches its Space Patrol to dig them out. 48 page adventure.
- Lancer's Rockers** \$20.00  
10 years after the Invid invasion, Rock's Knights are decimated & humanity loses all hope of victory. With new PC classes & Mecha/Invid weapons + 7 adventures.
- RDF Manual** \$20.00  
With optional rules, additional R.D.F. weapons & vehicles, a global summary of events, character sheets, plus a military/resource New Earth atlas. 48 pages.
- RDF Accelerated Training Program** \$16.00  
Features new skills & abilities, NPC generators, and briefs on strategy - plus a small selection of mecha and vessels. 56 pages, with multiple training missions.
- REF Field Guide** \$30.00  
Profusely illustrated guide to the mecha, ships, weapons, vehicles, bases, equipment, uniforms, etc. for the REF, Inorganics, Invid, Robotech Masters & Zentradi.
- The Invid Invasion** \$30.00  
112 page sourcebook on Invid/human equipment and background details, as seen in the TV series. Includes more combat rules, and scarce weapons-systems.
- The Return of the Masters** \$25.00  
A sourcebook for the rugged Indochina quadrant, the G-95 satellite factory, and the R.D.F. Moon Bases. With adventures, mutants & G-95 drone data. 88 pages.
- The Sentinels** \$35.00  
New PC REF classes & Sentinel alien races, more combat rules and descriptions for new Destroids, Cyclone bikes, Veritech fighters, spacecraft & more! Plus details on Invid history, Mecha, Inorganics, Hives, ect. 3 adventures - 160 pages.
- The Zentradi** \$16.00  
Giants cloned solely for the brutal purposes of war - the Zentradi are a violent and uncompromising creation. 48 pages of history, mecha, ships and PC details.
- Southern Cross** \$25.00  
Gaming material from the Southern Cross animation series: with character education & skills, plus extensive notes on armies, weapons & equipment. 112 pgs

## ROLEMASTER

- FANTASY** A very detailed RPG that stands on its own for quality & playability, but is fully compatible with Middle Earth modules & supplements. See SHADOW WORLD for further campaign material. **Iron Crown**
- ROLEMASTER 2nd Edition** \$55.00  
Boxed set containing 'Character Law & Campaign Law', 'Spell Law' and 'Arms Law & Claw Law'. The mechanics offer realism and depth without sacrificing playability.
- Arms Law & Claw Law** \$20.00  
Contents include 30 'weapon attack' & 10 'critical strike' tables, 12 animal & martial arts attack tables, and a variety of optional rules. Can be used with any RPG.
- Character Law & Campaign Law** \$20.00  
A complete character development system that includes extensive campaign and game-master guidelines. Can be used to improve any Fantasy RPG system!
- Creatures & Treasures** \$20.00  
Provides complete descriptions and game stats for over 500 animals, races, and fell monstrosities. With tables for the generation of unusual treasures or (the base of every player and a boon for vengeful Gamemasters!) random encounters.
- Creatures & Treasures II** \$20.00  
A compendium of monsters and artifacts. 112 pages featuring a plethora of evil creatures and mighty treasures, plus some great illustrations.
- Dark Space** \$30.00  
A Rolemaster-Space Master genre campaign that details a sci-fi/fantasy/horror (!) setting. Magic & technology coexist while evil alien monstrosities plot the downfall of humankind. Includes new professions, extra spells/psion lists, 20 detailed worlds & cultures, scenarios, creatures, equipment, etc. 96 page softcover. Due Dec.
- Elemental Companion** \$25.00  
New spell lists, variant elemental professions, and elemental creatures. Plus a complete coverage of the elemental planes, and the history of elemental magic.
- Heroes & Rogues** \$30.00  
A 160 page collection of characters & NPCs. Features all of the Character Law professions, detailed backgrounds and statistics for levels 1 thru 20. Due Dec.
- Rolemaster Character Sheets** \$22.00  
Tailor-made, individualised, blank character records for each Rolemaster profession in Character Law, and all the Companions! 144 pages. Due Nov.
- Rolemaster Companion** \$20.00  
32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells & optional rules. What more could you want?
- Rolemaster Companion II** \$20.00  
Does it ever end? 65 new spell lists and over 100 optional skills. Plus comprehensive Master Tables and full descriptions for every Rolemaster skill & profession!
- Rolemaster Companion III** \$20.00  
21 new variant professions, 40 extra spell lists, 7 more critical tables, 4 spell attack tables, and more optional rules. But it seems the guys at ICE haven't finished yet...
- Rolemaster Companion IV** \$22.00  
Now here's a nifty idea - a complete checklist of all the spells, skills, optional rules & professions as seen in the basic rules and all of these bloody companions!
- Rolemaster Combat Screen** \$12.00  
A multi-panel GM's screen containing all of the vital rules charts and tables, plus several handy game aids for more efficient play.
- Spell Law** \$20.00  
Includes over 2000 spell descriptions, individual spell-attack & critical-strike tables, a power point system, detailed alchemy rules, and a variety of optional material.
- War Law** \$50.00  
(due Jan. '91)

### CAMPAIGN SOURCEBOOKS

- Refer to the **Middle Earth** section for details on the stock below.
- Mythic Greece** \$25.00  
**Robin Hood** \$22.00  
**Vikings** \$18.00  
**Pirates** \$25.00  
**Mythic Egypt** \$25.00
- Refer to **SHADOW WORLD** for further campaign material.

## RECON

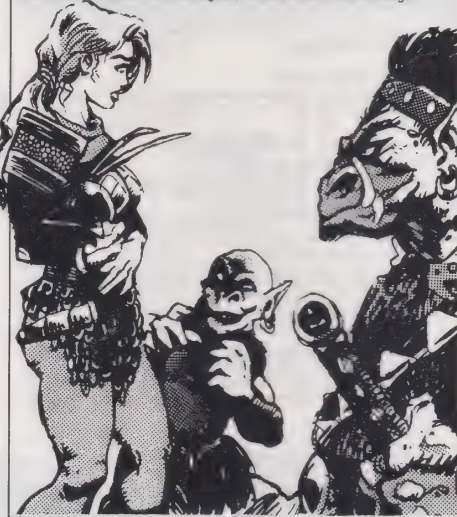
- HISTORIC** The Vietnam conflict - the US & its Allies are pitted against a determined guerrilla opponent, struggling to win a vicious jungle war. Ramboesque frolics in a napalm painted Hollywood machismo act.
- RECON** \$30.00  
Features 9 Occupational Specialties, hand-to-hand combat, small arms fire, arty & air support, Recon teams, merc's, hardware, vehicles, 16 adventures, and more.
- Advanced Recon** \$15.00  
Contains new character creation rules, electronic equipment, small unit tactics, geographic data, foreign agencies, the NVA drug networks, and 4 adventures.



## RUNEQUEST

**FANTASY** An great RPG that boasts a superb campaign world (Glorantha), excellent mechanics, and detailed background source material. Very highly recommended for players who are tired of AD&D! **Avalon Hill**

- RUNEQUEST DELUXE** \$60.00  
Contains a 16 page introductory RPG booklet, a Player's Book (68 pgs.), a Magic Book (60 pgs.), 16 pages of game aids, a Gamemaster's Book (48 pgs.), a Creatures Book (48 pgs.), a brief guide to Glorantha (32 pages), and a big colour map of Fantasy Europe (plus dice).
- RUNEQUEST STANDARD** \$35.00  
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is the Runequest primer (cute!).
- Runequest Game Master's Box** \$45.00  
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Glorantha (32 pgs.), various game aids, dice, and a Fantasy Europe map (yuck!).
- Runequest Player's Box** \$45.00  
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids
- Apple Lane** \$20.00  
The bandit Troll Whitey & his vicious Trollkin gang have been the bane of Apple Lane for years. This scurrilous scoundrel must be caught, & his thugs dispatched.
- Eldarad - The Lost City** \$30.00  
A comprehensive city source-pack for Runequest Gateway, but compatible with glorious Glorantha. This module includes several books and a variety of maps.
- Elder Secrets of Glorantha** \$40.00  
A compendium of Glorantha lore featuring new monsters, mysterious artifacts, the secrets of Dragonkind, magical crystals & metals, inaccessible lands, weather, Hero Questing, data on the Elder races, plus new cults and scenario outlines.
- Glorantha - Genetela: Crucible of the Hero Wars** \$45.00  
A guide to a unique, and epic campaign world. Contains a Glorantha Book (40 pages), a Genetela Book (100 pages), a Player's Book (36 pages) and a map.
- Glorantha Bestiary** \$19.00  
48 pages (including a Deluxe rules section for those who only own Standard Runequest) containing 70 new monsters (Altacamelus to Zabdamar), illustrated.
- Gods of Glorantha** \$40.00  
Details the huge, and diverse, pantheon of the campaign world. There is a selection of 60 cults, religions & collectives representing every facet of Gloranthan life.
- Griffin Island** \$35.00  
A detailed island nautical bristling with adventure. Bold characters can be entertained, & rewarded, with 32 'major events' and 10 scenarios. Features great maps!
- Haunted Ruins** \$25.00  
An ancient Dwarven mansion has become a lair for the sinister Sazdroi Troll Clan. Mothers scare their children with tales of dark Troll secrets, now discover the truth!
- Human or Non-Human Character Sheets** (Each) \$20.00  
Boxed sets, the non-human set features nine species with appropriate skills, etc.
- Into the Troll Realms** \$17.00  
Troll adventures and encounters. Includes a Trollball game, lots of 'insects, frenzied Trollkin, and a great little bandit hideout inside a rotting Brontosaurus carcass!
- Monster Coliseum** \$40.00  
Boxed set with rules for arena combat & chariot racing. Includes a Monster book (stats for beasts, gladiators, ect.), a Coliseum book, and 3 large arena maps.
- Runequest Cities** \$20.00  
A unique guide to urban adventures. With a systematic encounter generator (43 tables!) plus full mechanics for creating instant villages and city locations.
- Snake Pipe Hollow** \$20.00  
Recent years in the Hollow have been relatively quiet, the chaos horrors which gave this township its gruesome reputation have remained hidden... until now!
- Trollpak** \$40.00  
The major non-human species of Glorantha. Every facet of these complex creatures is described, enabling players to create detailed characters. With 3 books.
- Troll Gods** \$40.00  
Another zesty serving of Troll delights: details new spells, skills & monsters, plus the deities of darkness, the Troll Regions, Troll secrets and clan knowledge.



## SHADOWRUN

- SCIENCE-SORCERY** A unique blend of fantasy racial stock, with their standard array of magical puissance, and a hardcore hi-tech world of surreal punk imagery combined with violent neo-fascist elements! **FASA**
- SHADOWRUN - 2nd Ed. Softcover** \$25.00  
218 page handbook book that contains the game history to 2050AD, character generation & development, skills, combat, magic, details on the computer matrix, cyber mechanics, equipment, a bestiary, a guide to Seattle, and an adventure.
- Anarchist's Guide to North America** \$25.00  
This presents a comprehensive tour of major city sprawls, and includes local laws, trade restrictions, corporations, government, and military data. Due Jan. '91
- Bottled Demon** \$18.00  
The bottle is a mysterious artifact covered with ancient runes. Certain sinister organisations will stop at nothing to get it, and that includes killing nosy runners.
- D.M.Z. - Downtown Militarised Zone** \$70.00  
A boardgame of urban conflict between mages, street samurai, mercs, and other rough customers. This game system can be employed as a fast-moving substitute for the combat mechanics in Shadowrun. Due Oct.
- DNA/DOA** \$18.00  
A Shadowrun into the Aztechtology database goes wrong - very wrong! Survival requires total escape... and that means a journey thru the deadly OK underworld.
- Dragon Hunt** \$18.00  
A Dragon has had its memory altered, and these missing fragments of its life may unearth some very important data. The implications to the creature's amnesia may be awesome, and downright dangerous. Due Dec.
- Dreamchipper** \$18.00  
Missing experimental pleasure chips, and a series of brutal slayings - the corporation wants its chips returned, and whatever is stalking the streets may have them.
- Game Master's Screen** \$22.00  
A sturdy three panel Game Master's screen that displays all the vital information in an accessible location. Plus a 32 page adventure called 'Silver Angel'.



## SHADOWRUN CONT.

- (The) Grimoire** \$25.00  
A handbook that provides greater details on spell creation, magical adepts, enchanted items, alchemy, magical groups, insect totems and toxic shamans.
- Harlequin** \$25.00  
A subtle series of encounters that will enhance any existing campaign, this compendium of adventures provides the players with a progressively enlarged view of a very complex tale of revenge! Featuring multiple exotic locales. Due Nov.
- Mercurial - in Concert at Underworld** \$18.00  
Enter the world of megalith rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, sudden death, Yakusa sorceresses, and a labyrinth of double-deals.
- Paranormal Animals of North America** \$25.00  
A comprehensive guide to the strange and fierce creatures that roam the polluted skies and twisted underworlds of this nightmare future. Includes great illustrations!
- Queen Euphoria** \$18.00  
Your job is to snatch Euphoria, the simsense star, sit on her for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose... and then you really start earning your money! Great cover.
- Seattle Sourcebook** \$20.00  
A comprehensive tour of the city where Megacorps control the money and politics, while Gangs rule the streets. Includes some great theme adverts. 178 pages.
- Sprawl Sites** \$25.00  
Features an assortment of building plans and typical city encounters, plus detailed NPCs for campaign use and street contacts. Also includes new rules & equipment.
- Street Samurai Catalogue** \$25.00  
Everything the professional predator-for-hire needs in the savage urban environment - firearms, armour, vehicles, cybergear, internal body-wiring, and accessories.
- (The) Universal Brotherhood** \$25.00  
The Brotherhood is the largest humanitarian organisation in the world - the key to salvation and hope to many in the vicious sprawl. But the objectives and purpose of the Brotherhood have been exposed, and the chilling truth is revealed... Due Sept.



## SHADOW WORLD

- FANTASY** Kulthea - a unique magical world designed mainly for the Rolemaster system, but compatible with any other fantasy RPG. Each module details a specific area & provides various adventures. **Iron Crown**
- Shadow World Master Atlas** \$30.00  
A world swept by powerful Flows of Essence that can greatly enhance or diminish a character's capacities. A land plagued by the Unlife, creatures so foreign and evil that their origins are beyond the dimensions of existence. This boxed set contains a 64 page World Guide, a 64 page Inhabitants Guide & a 32 page Atlas Addendum.
- Black Troll's Vengeance** \$22.00  
In Ledor all of the vegetable lifeforms grow to 4 times their usual size! This strange continent is also embroiled in civil strife - and more sinister happenings. Due Dec.
- Cyclops Vale and Other Tales** \$10.00  
The ancient artifacts of rugged Peligris are a lure to many adventurers, provided that they don't mind battling the fierce races and fantastic beasts that guard them.
- Demons of the Burning Night** \$18.00  
An unexplored isle known as Aramnor is rumored to hide great treasures amongst its ancient ruins - and a terrible array of foul creatures, both magical and Undead.
- Emer** \$50.00  
Boxed set with two books - the first is a 96 page guide to the continent of Emer; the second a 96 page Atlas Addendum that covers the world in general as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials & weapons forging. Includes two large colour maps.
- Islands of the Oracle** \$15.00  
A dark gate called the Thirsting Cave appears on one of five Abarquan Islands, from within come the dread Unlife and vile plagues. Salvation from this curse rests with the enigmatic Oracle, but this renown entity has remained hidden for centuries.
- Jaiman - Land of Twilight** \$22.00  
Home of the six powerful Crowns of Essence lost during past disasters. Both noble and evil powers search for these magical artifacts, for their worth is beyond value.
- Journey to the Magic Isle** \$15.00  
The remote island of Uman harbors the University of Magical Arts, whilst within an ancient volcano lies a mysterious spot of land surrounded by a magical lake.
- Kingdom of the Desert Jewel** \$18.00  
Gethyra is a nation that supports an orderly & benevolent society. But the deserts & mountains in the wilderness are home to a variety of savage beasts and rich tombs.
- Nomads of the Nine Nations** \$24.00  
Details the rugged lands west of the Guardian Sea. Wondrous sights greet visitors to this vast country, but the threat of both invasion & a dark cult adds the spectacle.
- Norek - City State of Jaiman** \$24.00  
Jaiman faces a grim future at the hands of an Unlife army, that threatens to invade the nation. Meanwhile a young Prince has begun a quest for an artifact called the Sea Drake Crown. Life for adventurers here has just become interesting!
- Quellbourne - Land of the Silver Mist** \$18.00  
This sounds like a FUN place - undead writhe like maggots in the ruin of the capital city, pirate bands of Ice Krals and raiding Trolls harass the populace, a cult exists only to destroy everything, and the minions of a Spider Goddess hunt for sacrifices.
- Sky Giants of the Brass Stair** \$20.00  
Deep within the Garlon Mountains of northeastern Jaiman lies the Dwarfen King's treasure. But the Dragonlord's Skyriders and a huge Dragon have claimed the area.
- Star Crown Empire and the Sea of Fates** \$18.00  
The eight city states of Ghyal offer a welcome respite from the wilderness beyond, but political danger offers a bloody end to curious travelers. Those that survive the city's hospitality are quick to mention that court intrigue has its fair share of plunder!
- Storm Riders** - (due Dec.) \$10.00  
An Essence storm sweeps 3 unwilling travellers into the dangerous world of Kulthea, unknowingly altering the struggle between Light & Unlife. 224 page novel.
- Tales of the Loremasters** \$10.00  
A multitude of adventures spread across numerous islands wherein reside ghouls, a dragon, phantoms, a Spirit Tree, and other wondrous (or terrifying) encounters.
- Tales of the Loremasters - Book II** \$10.00  
Treasure and wild adventure await those who traverse these pages - meet a prowling demon-warrior, a proud and wily Sphinx, or visit a mysterious meteorite.
- The Orgillion Horror** \$10.00  
Brave the ruins of Nul-Keh. Search for a labyrinthine mausoleum wherein lies the ancestral wealth of an unspeakably evil Clan, but beware its Undead guardians!  
Compatible with ALL Fantasy systems,  
but specifically for Rolemaster and Fantasy Hero.

## SPACE 1889

- SCI-FI** Moderate complexity RPG, designed for extravagant role players. Set in the Victorian era and based on the works of H.G. Wells & Jules Verne. This is real pulp sci-fi in all its pompous, bold glory. **GDW**
- SPACE 1889** \$50.00  
The Victorian era was an age of adventure, stimulated by colonial opportunism and the heady advances in science, gentlemen explorers braved the persistent European political dogma and ventured into the ether. 200 page hardback book.
- 1889 Companion** \$25.00  
A 96 page book describing Earth society in 1889 - specifically covering Africa, England and the English Empire in more detail. Due Dec.
- Beastmen of Mars** \$18.00  
An ancient tomb is discovered, but before its treasures can be exhumed one has to face thieves, bandits, vengeful Hg Martians, and an sons-old evil monstrosity.
- Canal Priests of Mars** \$18.00  
An assassin from a rival cult kills a leading Canal Priest - a complex astrological formula points to the player character as the successor - that's when the fun begins!
- Caravans of Mars** \$18.00  
Sourcebook for the vast eastern deserts; detailing flora, fauna, treasures & mysteries. Also has an adventure concerning a dangerous trek along a desiccated canal.
- Cloud Captains of Mars** \$18.00  
Karkham - city of wealth and corruption, ripe with adventure and danger - home port to the nefarious pirates and privateers who plunder the Martian skies.
- Conklin's Atlas of the Worlds** \$22.00  
Contains a historic chronology from 1879 to 1889, plus new naval rules, and maps (some in colour); plus reference material on Mercury, Venus, Earth, Mars & Luna.
- (The) Lifeworld Conspiracy** \$22.00  
The British government wishes to undertake a secret expedition into the forbidden lifeworld groves of the Martian Highlands, a realm of intrigue and adventure.
- More Tales from the Ether** \$18.00  
Four adventures, meet with unsociable swamp pirates, battle the loathsome Lurker, search the barren wastes of the Moab, & avenge the Fort Dickinson massacre.
- Referee's Screen** \$20.00  
Colourful 8-panel card screen with separate encounter charts & rules expansions.
- Sinister Haunts** \$55.00  
This new stock item wasn't available at the time of production, so I don't know what it's about as yet - except that it's a boxed set.
- Soldier's Companion** \$30.00  
192 pages containing extensive miniatures wargame rules, RPG character backgrounds, notes on sieges, new hardware (pulp-fiction war machines, aerial fliers & naval vessels), and very comprehensive army lists for the 19th century nations.
- Steam Wars** \$60.00  
Tactical combat boardgame set in the 19th century and featuring Land Juggernauts, aerial fliers, steam battleships and battle tripos. Due Sept.
- Steppelords of Mars** \$18.00  
The British colony on Mars is threatened with rebellion in the steppes, it is vital that this barren region remain subservient to the Empire, and guess who's got to stop it!
- Tales from the Ether** \$15.00  
Five separate adventures that feature a visit to the German colonies on Venus, a look within Luna's deep caverns, a tour of Her Majesty's Orbital Helio-graph Station, and a trip inside the lethal sewers of a Martian city-state. Visit the Twilight Zone...
- Temple of the Beastmen** \$60.00  
Please refer to the Wargames section (Science Fiction) in this catalogue for details.
- Venus Sourcebook** - **TBA**

## SPACEMASTER

- SCI-FI** A detailed system for flexible gaming environments - from a black near-future post-holocaust Earth, to a culture of high-tech exploration, or where civilisation has fallen into superstitious ruin. **Iron Crown**
- SPACEMASTER 2ND Ed** \$50.00  
Boxed set containing a GM Book (80 pgs.), Player Book (128 pgs.) and a Tech Book (96 pgs.). Features 17 PC professions, over 120 skills, a rich selection of character backgrounds, plus some amazing Critical Strike tables, and a star map.
- Action on the Akaisha Outstation** \$10.00  
Deep Space Outstations are huge constructs that house 1000's of beings, they are also remote & volatile environments that are vulnerable to violent confrontations.
- Beyond the Core** \$20.00  
A campaign module set in Frontier Zone Five - safe from the Empire's iron rule, this region has become a refuge for all manner of strange outcasts & adventures.
- (The) Cygnus Conspiracy** \$10.00  
On a world shrouded in smog and caressed by acidic drizzle, virtual slaves kneel before the altar of industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds - rebellion!
- Dark Space** - (due Dec.) \$30.00  
A detailed sourcebook for a sci-fi/fantasy/horror campaign. Includes Softech equipment - the science of biological engineering. See Shadow World for more details.
- Disaster on Adanis III** \$10.00  
An asteroid collides with a rich ocean world's smallest moon, all that remains of the titanic impact is a halo of dust, but global havoc ripples across the planet below.
- Durandrium Find** \$9.00  
A financially decayed Provincial House desperately seeks the rights to a newly discovered hyperdrive fuel, but faces violent competition and indifferent aliens.



## SPACEMASTER CONT.

- Imperial Crisis: House Devon in Turmoil** \$17.00  
Devon Electronics, a megacorporation that has evolved into a feudal multi-star government, faces internal dissension and external terrorism. It needs outside help.
- League of Merchants - Lords of the Imp.** Underworld \$18.00  
Campaign book detailing the dynasty of thieves, terrorists & crime lords that indistinctly pervades the power structure of the Empire, always hidden & forever hungry.
- Legacy of the Ancients** \$10.00  
Discover a massive derelict colony ship, and uncover its 30 millennia-long genetic Seeding experiment, halted by an accident only months before it was due to finish.
- Lost Telepaths** \$22.00  
For several hundred years the starship Astra drifted in artificial slumber thru space, guided by a strange and powerful artifact to an ancient tomb orbiting a rogue star.
- Raiders from the Frontier** \$15.00  
Jade-London, one of the Empire's most powerful and wealthy provinces, faces treachery from jealous competitors and sabotage from the ever-violent Idiorans.
- Space Master Combat Screen** \$10.00  
A 34"x11" card screen packed with info, and 16 pages of handy reference sheets.
- Space Master Companion I** \$22.00  
A 96 page sourcebook packed with optional & variant rules, plus campaign information for the Space Master Universe and strategic-level games. Due Nov.
- Star Strike** \$55.00  
See the Wargames (Science Fiction) section of this catalogue for further details.
- Vessel Compendium #1 - Adventurer Class** \$18.00  
Includes stats for 10 Survey/Exploration vessels, 6 Freighters/Transports, 5 Shuttles, 2 Yachts, 2 Privateers, 2 Scouts, 1 Slave, 1 Blockade Runner & 1 Courier - plus 2 complete RPG adventures and 65 colour counters for Star Strike.
- Vessel Compendium #2 - Pursuit Class** \$18.00  
Stats for 8 MMACs, 7 Cutters, 6 Gunboats, 4 TMACs, 2 Destroyers, 3 Cruisers, 1 Blockade Runner & 1 Free Trader - plus 3 optional payload Pods, 3 complete RPG adventures with 11 mini-scenarios and 65 colour Star Strike counters.
- Vessel Compendium #3 - Imperial Ships** \$20.00  
Stats for 1 Fleet Carrier, 3 Cruisers, 2 Destroyers, 2 Frigates, 2 MMAC Gunboats, 2 TMAC Fighters, 2 SMAC Fighters, 3 Survey Vessels, 3 Transports, 2 Liners, 1 Freighter, Scout & Orbital Station - plus RPG adventures and 65 colour counters.
- Tales from Deep Space** \$10.00  
From an alien invasion of an orbital laboratory, to the discovery of the legendary Ghost Ship - here are 5 adventures leading into the hostile reaches of the Frontier.
- War on a Distant Moon - The Tayan Revolution** \$10.00  
Aborigines of a small resource-rich world have resorted to terrorist attacks and guerrilla warfare in order to rid their planet of the profiteering Imperials.

## STAR WARS

- SCI-FI** This is a role-playing game in the classic sense - the rules are comprehensive, yet certainly not intimidating; background detail is extensive and sincere to the films, and play is quick and exciting! **West End**
- STAR WARS** \$40.00  
Contains everything needed to play - character creation, game mechanics, guidelines for campaign atmosphere, and several adventures. 144 pages - hardback.
- Battle for the Golden Sun** \$22.00  
Sedri is an ocean world, and hidden within its lightless depths is a secret that may doom the Rebellion. An Imperial Sea Garrison has already begun a frantic search.
- Black Ice** \$22.00  
Rebel spies attempt to steal a massive cargo ship - a vessel five times the size of a Star Destroyer! With deck plans and a STAR WARRIORS mini-scenario.
- Death in the Undercity** - (due Nov.) \$18.00  
The Quarren Mining facilities are vital to the Rebellion, but this sprawling industrial program has fallen victim to sabotage. The culprits responsible must be stopped.
- Game Chambers of Questal** \$25.00  
Rebel adventures try and discover the fate of Tiree, an illustrious Alliance hero, even though the Alliance High Command itself has given up the search.
- Crisis on Cloud City** \$25.00  
A beautiful, floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents entangle the city in webs of deceit, mystery and murder.
- Galaxy Guide 1** \$27.00  
The definitive collection of backgrounds, statistics, and information on the heroes & villains from the original Star Wars movie. Very well illustrated it is too! 80 pages.
- Galaxy Guide 2 - Yavin & Bespin** \$27.00  
Sourcebook containing two planet profiles - and detailing their moons, inhabitants, special information, nasty beasts, miscellaneous gaming data & adventure ideas.
- Galaxy Guide 3 - The Empire Strikes Back** \$27.00  
Unfortunately at the time of production this item was unavailable for review - this regrettable situation will be corrected as soon as possible.
- Galaxy Guide 4 - Aliens** \$27.00  
42 strange critters - each with information concerning habitat, culture, social tendencies, diet, etc. - With great illustrations - ideal for encounters & strange PCs.
- Galaxy Guide 5 - Return of the Jedi** \$30.00  
This volume features descriptions, stories, and game statistics for the characters from the final film in the Star Wars trilogy. Go Jabba!
- Galaxy Guide 6 - Tramp Freighters** \$22.00  
Information on the roughish free traders (such as Han Solo). With details on designing & upgrading light freighters, plus trading, smuggling, etc. Due Dec.
- Imperial Sourcebook** \$40.00  
Damn fine 144 page hardback with chapters dedicated to Imp. intelligence, the military, capital ships, custom ordnance, land vehicles, Sector Group organisation, combat artillery, infantry support weapons, special forces, and recruitment/training.
- Isis Coordinates** \$25.00  
Agents of the Empire discover the coordinates to an Alliance factory world. The rebels must hunt down and eliminate a Survey Team before it confirms the site.
- Jedi's Honor** \$30.00  
Solitaire adventure involving Luke Skywalker. Search for a new Rebel base site, and rescue the son of a powerful Jedi Knight. 80 pages.
- Otherspace** \$22.00  
Beyond realspace, past the time-bending corridors of hyperspace, another galaxy waits to be discovered - a strange dimension concealing a great horror.
- Otherspace II: Invasion** \$25.00  
Transmissions from the planet Stronghold have ceased, no vessels return from its ports - something terrible has occurred, and the whole galaxy is threatened!
- Rebel Alliance Sourcebook** \$35.00  
A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. Another quality 144 page hardback. Due Oct.
- Riders of the Maelstrom** \$25.00  
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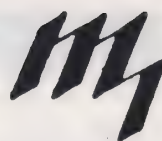
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A professional English digest that, each quarter, presents a fatal clutch of Lovecraftian fiction. This morbid journal is a quality, glossy black & white (and grey!) publication that explores the tangled, lightless depths of Cthulhu literature. As a consequence Dagon does have relevance to Call of Cthulhu Keepers. Specific, albeit not prolific, articles and scenarios are dedicated to this classic horror RPG. A recommended subscription to enthusiasts of H.P.'s brooding works.



\$20 for 4 issues



\$38 for 8 issues

## DRAGON

TSR's monstrous monthly 'mag. The emphasis is on AD&D, with a veritable treasure-chest of articles and adventures (K&ADs) that will appeal to both players and DMs alike. Features on Q&D, TOP SECRET, GAMMA WORLD, STAR FRONTIERS and MARVEL SUPER HEROES are tolerated, albeit with less proliferation than the ubiquitous fantasy RPG AD&D. Each issue includes such things as new spells, magic items, monsters, tips on play, etc.



\$45 for 6 issues



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## DUNGEON

Within the pages of this bi-monthly publication can be found enough adventures to satiate the wander-lust of any adventuring AD&D or D&D party. The player's quest for riches and fame, danger and excitement are fulfilled with at least five complete mini-modules per issue! Every game is DM-friendly, with all the information needed to play set out in a clear manner, all necessary maps, diagrams, and illustrations are provided. Produced by TSR.



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## FAR AND AWAY

A new bi-monthly science-fiction magazine, produced by Pacific Rim - the same company that prints ANIMAG and BATTLE TECHNOLOGY. What you get for your money is a quality magazine dedicated specifically to science-fiction role playing systems. All the popular titles are represented (such as SHADOWRUN, CYBERPUNK, 2300AD, MEGATRAVELLER, STAR WARS, et al) with articles on new equipment, background data, mini-adventures, and more.



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## GENERAL

AVALON HILL's high-quality publication, though this great magazine deals only with AVALON HILL (what a surprise!) and, occasionally, VICTORY GAMES simulations. Each issue has an extensive feature-article on a particular product, as well as scenarios, designer's notes, strategy guides, optional rules and (sometimes) variant counters on old & new games. Regular articles appear for ASL. Indispensable reading for all AVALON HILL gamers!



\$38 for 6 issues



\$72 for 12 issues

## RUN 5

STRATEGIC STUDIES GROUP's computer quarterly journal that presents to the reader detailed articles and scenarios for SSG's excellent computer simulations. Most issues of this Australian publication also feature designer's notes on new releases, U.S. computer game reviews, and computer gaming essays. We must admit, unluckily, that this magazine has a notoriously bad publishing schedule!



\$17 for 4 issues



\$31 for 8 issues

## THE WARGAMER

Once upon a time THE WARGAMER used to compete with S&T in producing quality magazine wargames, but alas that is no more! However, is still is a professional wargaming 'mag, regular departments include 'Campaign Analysis' - with tactical tips & player's notes on popular wargames, and 'Moves' - which includes scenarios, variants & strategy guides. With feature reviews, scenarios, a design forum and the occasional humorous article.



\$40 for 6 issues



\$72 for 12 issues

## TRAVELLERS' DIGEST

DIGEST GROUP PUBLICATIONS are responsible for this bi-monthly magazine. As the title suggests, this exclusively covers the MEGATRAVELLER and 2300AD systems - nothing else! The quality of the articles is very high, with extensive adventures, new equipment/vehicle/monster data, source material for worlds and other places of interest, and other such useful material. If you play MEGATRAVELLER or 2300AD, then this mag is well worth purchasing.



\$40 for 6 issues



\$72 for 12 issues

## WHITE DWARF

A glossy monthly magazine, that only contains articles for GAME WORKSHOP's RPGs and board games! So unless you play WARHAMMER FANTASY BATTLES, WARHAMMER 40K, WARHAMMER RPG, SPACE HULK, BLOODBOWL, TITANICUS, or the rest, don't buy this magazine! The articles are always comprehensive and very well illustrated, the beautiful colour photography of painted CITADEL miniatures alone make the magazine worth purchasing!



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# CRAZY SPECIALS!

PLEASE GIVE SECOND CHOICES!

## ROLE PLAYING GAMES

### AD&D/D&D MODULES

Crazy Special - \$45.00 Normal Retail - \$87.50  
See the list below for stock descriptions and individual prices.

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>B11 King's Festival</b>	\$6.00	\$13.50
Introductory module for D&D - a courageous band of young adventurers travel into the wilderness in search of a Cleric who was kidnapped by a savage tribe of Orcs.		
<b>OA5 Mad Monkey vs. Dragon Claw</b>	\$9.00	\$18.00
An AD&D oriental adventure set in the Kara-Tur realms. A new and very brutal martial arts school threatens to destroy its rivals, and challenge the very gods!		
<b>PC1 Tall Tales of the Wee Folk</b>	\$12.00	\$22.50
Contains an assortment of fairy creatures designed for use as variant D&D Player Characters. Includes adventure ideas, woodland magic, legends, and more.		
<b>WG9 Gargoyles</b>	\$8.00	\$13.50
This low-level AD&D Greyhawk adventure presents a group of adventurers with a very strange quest - two gargoyles have lost their wings, and for obvious reasons they are desperately seeking help to recover these missing appendages.		
<b>WG12 Vale of the Mage</b>	\$13.00	\$20.00
Local communities have been terrorised by hideous monsters and evil Drow. In order to discover the reason for these bloody forays a party of adventurers are dispatched into an area shrouded in mystery & superstition. AD&D Greyhawk module.		



### AD&D SUPPLEMENTS

Crazy Special - \$85.00 Normal Retail - \$155.00  
See the list below for stock descriptions and individual prices.

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Kara-Tur - The Eastern Realms</b>	\$25.00	\$35.00
Sourcebook for an oriental-style continent set in the Forgotten Realms. This boxed set contains two comprehensive 96 page books, and four double-sided 22"x32" colour maps. Includes details on culture, religion, politics, monsters, magic & more!		
<b>Legends &amp; Lore 1st Ed.</b>	\$16.00	\$35.00
What really gives pisses me off is the fact that most of the excellent illustrations that are included in this book were deleted when the 2nd edition version was printed! 128 pages with details on 15 Mythos, plus appendices and a DM's intro.		
<b>Monstrous Compendium #4</b>	\$25.00	\$40.00
Features 96 pages of comprehensive data on the unique creatures that prowl the Dragonlance world. Includes 4 illustrated cardstock dividers and a sturdy D-ring binder for the storage of further Monstrous Compendium supplements. Great value!		
<b>Time of the Dragon</b>	\$30.00	\$45.00
Based in the Dragonlance world, this boxed set is a detailed introduction to the very strange and rather savage continent of Taladas. Components include a 112 page Guide Book, a 48 page 'Rule' (accessory) Book, and four 22"x32" colour maps.		

### BATTLETECH & MECHWARRIOR PACK

Crazy Special - \$80.00 Normal Retail - \$167.50  
Here's another offer for all those 'Mech-heads out there - enough scenarios and supplements to keep the heat-sinks working overtime. For further information on the stock below refer to the Science-Fiction games list in the Wargames section of this catalogue, as well as the Mechwarrior RPG details in the Roleplay listing.

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Battletech 20 year Update (3050AD)</b>	\$10.00	\$22.50
House Davion	\$20.00	\$30.00
House Liao	\$20.00	\$30.00
The Star League	\$15.00	\$30.00
<b>4th Succession War - Mil. Atlas Vol. 2</b>	\$15.00	\$30.00
Wolf's Dragoons Sourcebook	\$12.00	\$25.00

### DRAGONLANCE MODULES

Crazy Special - \$55.00 Normal Retail - \$107.00  
The Dragonlance world was once a very popular campaign setting for AD&D™ characters, until it was usurped by the impudent Forgotten Realms series. A party of adventurers struggle against the forces of darkness in the land of Krynn; in the process quickly pocketing anything of value that they find, and trying desperately to gain the admiration of their peers. See the Roleplaying section of this catalogue for descriptions.

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>DLE8 Dragons of War</b>	\$7.00	\$13.50
DLE10 Dragons of Dreams	\$7.00	\$13.50
<b>DLE16 The World of Krynn</b>	\$10.00	\$20.00
DLE1 In Search of Dragons	\$10.00	\$20.00
<b>DLE2 Dragon Magic</b>	\$12.00	\$20.00
DLE3 Dragon Keep	\$12.00	\$20.00

### CYBORG COMMANDO

Crazy Special - \$12.00 Normal Retail - \$30.00  
A cruel race of aliens have invaded the Earth, and their domination of the planet is almost total. However a cadre of partisans, who are endowed with bionics and hi-tech weapons, are fighting for the world's freedom. This product was quite popular when it was released, but economic hardship eventually devoured the company. Designed by Gary Gyax.

CYBORG COMMANDO Boxed RPG

### MAGNAMUND COMPANION

Crazy Special - \$5.00 Normal Retail - \$27.00  
This 96 page softcover book is a fully illustrated guide to Magnamund - a world wherein the Lone Wolf books were established. Includes a tavern-brawl game and a solo-adventure. The complexity-level of the information provided is low, but certain aspects of this product are worthwhile - the world maps for example are very attractive. Recommended for young or novice roleplayers.

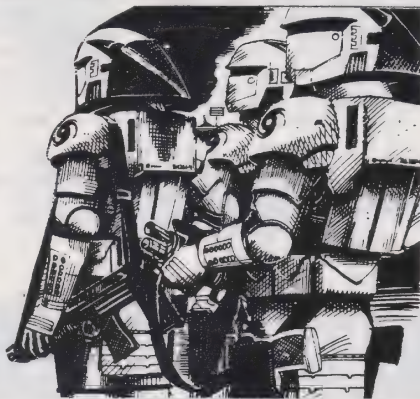
THE MAGNAMUND COMPANION Sourcebook

### MARVEL SUPER HEROES

Crazy Special - \$35.00 Normal Retail - \$88.00  
For some reason (perhaps good taste) the Super Hero RPG genre isn't too popular in Australia - but if perchance you already possess a set of rules for this particular product then this offer is one that can't refuse, unless you've purchased them previously, or seen the error of your ways and decided to invest in something better (like Runequest or Call of Cthulhu!).

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>MHSP2 Secret Wars II</b>	\$8.00	\$20.00
MT1 All This and World War 2	\$8.00	\$18.00
<b>MT2 The Weird, Weird West</b>	\$8.00	\$20.00
MU4 Marvel Handbook S-Z	\$15.00	\$30.00



### MEGATRAVELLER

Crazy Special - \$24.00 Normal Retail - \$45.00  
Anarchy and rebellion have set the galaxy aflame. The vast Imperium, once the tyrannical overlord of a thousand worlds, has been fragmented by turmoil & violent insurrection. These chaotic events are fully exploited by plundering alien factions, and countless bands of pirates. Those bold enough to enter the very heart of these disturbances can discover great opportunities for wealth and power - or a tragic death!

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Rebellion Sourcebook</b>	\$12.00	\$22.50
Fighting Ships of the Shattered Imp.	\$13.00	\$22.50

### RENEGADE LEGION

Crazy Special - \$10.00 Normal Retail - \$25.00  
This offer involves two novels set in Fasa's Renegade Legion universe - and where defiant rebels risk total annihilation as they struggle to gain independence from the draconian Terran Overlord Government's sprawling empire. Customers don't require a working knowledge of Renegade Legion to enjoy these books, just an interest in pulp science fiction (military-orientated) literature.

Damned If We Do... (272 pages)  
Renegade's Honor (437 pages)

### SPACE 1889

Crazy Special - \$30.00 Normal Retail - \$60.00  
With the advent of Ether travel, and other significant technological advances, the colonial powers of Earth began to explore & populate the solar system. The English dispatched troops and colonies to Mars, a desert planet where proud Martian cities guarded the vital canals. The Kaiser's zeppelins patrolled the Venusian swamps, ever wary of the gigantic dinosaurs that roamed below. Adventurers of many nationalities ventured into Luna's mysterious caverns and grottos in search of the elusive Selenities. Space 1889 is your passport to classic pulp adventure!

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Beastmen of Mars</b>	\$9.00	\$18.00
Conklin's Atlas of the Worlds	\$12.00	\$22.00
<b>Space 1889 Referee's Screen</b>	\$12.00	\$20.00

See the Roleplay section of catalogue for stock descriptions.

### TASK FORCE STUFF

Crazy Special - \$30.00 Normal Retail - \$75.00  
See the list below for stock descriptions and individual prices.

**Citybook I**  
A detailed urban guide for jaded DMs and dungeon-weary adventurers. Includes 25 individual building floorplans, descriptions of NPCs, and scenario suggestions.

**The Hole Delver's Catalog**  
A collection of very strange & amusing items of equipment - from tents designed to look like sleeping monsters, to fuzzy armor. Some things may even be useful!

**Lejentia - Campaigns Book: Skully's Harbor**  
Based on the Lejentia graphic novels, this 148 page book features a world map, a complete township, over 50 major NPCs, 75 adventure plots, and comprehensive background information that includes the Tarin Tor empire and the Elven Republic.

**Lejentia - Stanza Adventure Pack**  
Includes a city & (colour) world map, details on major NPCs, places of interest, scenario ideas, and a sample Lejentia graphic novel!

### 2300AD

Crazy Special - \$50.00 Normal Retail - \$154.00  
Three decades have passed since World War III devastated the economic and governmental structures of the world. Now a new technological and political era has embraced mankind, and the vast realms of space offer the Earth's competing nations a fertile base for colonial expansionism, bold exploration, or diplomatic intercourse with alien races. See the Roleplaying section of this catalogue for individual product details.

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Deathwatch Program</b>	\$12.00	\$20.00
Beastalk	\$12.00	\$20.00
<b>Energy Curve</b>	\$12.00	\$20.00
Kafer Dawn	\$8.00	\$12.00
<b>Mission Arcturus</b>	\$10.00	\$18.00
Bayern	\$10.00	\$18.00
<b>Equipment Guide</b>	\$10.00	\$18.00
Ranger	\$10.00	\$18.00



### TWILIGHT 2000

Crazy Special - \$40.00 Normal Retail - \$82.50  
The bitter rivalry in the Middle East provokes a savage war that quickly escalates into a global nightmare. As the world's hi-tech armies are ground nearly into oblivion the grim mushroom-clouds of tactical nukes bloom across the battlefields. Entire nations are thrown into chaos - economies collapse and governments crumble as the sudden destruction gives birth to a new dark age. The world conflict is over, but the war for survival has just begun...

**INDIVIDUAL PRICE LIST:**

	Crazy Special	Normal Retail
<b>Heavy Weapons Guide</b>	\$10.00	\$16.50
Mediterranean Cruise	\$8.00	\$16.50
<b>Return to Warsaw</b>	\$8.00	\$16.50
Satellite Down	\$8.00	\$16.50
<b>Survivors' Guide to the U.K.</b>	\$10.00	\$16.50

See the Roleplay section of catalogue for stock descriptions.



# WARGAMES

## FAS BATTLETROOPS

A science-fiction game of man-to-man urban combat set in the BATTLETECH universe. The concrete canyons and hidden avenues of a cityscape offer both infantry and man-portable heavy weapons a labyrinth of tactical options against larger foes. The lumbering 'Mechs can fall prey to a sudden ambush, while the mobility and firepower of more conventional vehicles are compromised by the difficult terrain. Contains four 22"x33" maps, 56 free-standing counters, over 200 markers, and fast-playing mechanics.

Crazy Special - \$25.00 Normal Retail - \$45.00

## TAS CAR WARS (SUPPLEMENTS)

This offer is comprised of two products - STREET FIGHTER, a solo-module that pits a number of armed & armored vehicles against the manifold hazards of Old City. Includes an independent combat system for those who don't own a copy of Car Wars. The second item is THE ROAD, a collection of fourteen 8"x8" road-sections that can be employed to create various bitumen arenas for manic drivers!

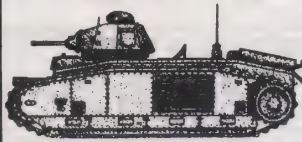
Crazy Special - \$10.00 Normal Retail - \$30.00

## AVA DESERT WAR

This product features variant rules pertaining to desert combat, for use with the unique and very entertaining UP FRONT man-to-man simulation. There are also 70 cards plus 63 counters that introduce the French and Italian force pool (infantry, heavy weapons & AFVs). Finally there is a comprehensive compilation of UP FRONT scenarios, with specific nationalities listed independently (can be used for DYO purposes).

Crazy Special - \$12.00 Normal Retail - \$22.00

**Char B1-bis** BOG:4/w9  
**Effect Number: 4 2 2 2** x5-8  
**OVR:2** Button Up **MG:X6**



Range	To Hit #*	MG FP
0	3	2
1	1	3
2	0	4
3	0-1	5
4	0-2	6
5	0-3	7

**ARMOR:13/s4/k5** **FLANK:11/s2/k3**  
 \*75mm To Hit Number -1

## WWW MODERN NAVAL BATTLES II

A fast-playing campaign card game of furious fleet-level engagements. Players assemble naval task forces using 110 ship cards, each representing a single vessel. Aircraft Carriers, Battleships, and missile cruisers throw the punches while submarines and destroyers provide support. The emphasis is on action and enjoyment, but a myriad selection of strategy options (plus judicious use of the 60 Action Cards) ensures that victory will only be awarded to skillful players.

**NOTE:** Players will need a copy of Naval Battles I.  
 Crazy Special - \$35.00 Normal Retail - \$60.00

## FAS LEVIATHAN - RENEGADE LEGION

Deep within the sprawling void of interstellar space battles flare and wane - the consequences of these distant conflicts will effect entire star systems, and doom worlds to the tyranny of occupation. The most potent weapons of these struggles are the titanic Capital Ships - vast, lumbering dreadnoughts several kilometers in length, each possessing an awesome array of armaments that can vaporize opposing vessels with one volley. This game includes a comprehensive damage system, two 22"x34" maps, 22 3-D counters, 320 standard counters (representing fleet support craft, etc) & multiple scenarios.

Crazy Special - \$35.00 Normal Retail - \$60.00

## FAS LEVIATHAN SHIP MANUAL

Comprehensive descriptions (and great illustrations) for 55 separate classes of battleships, heavy cruisers, frigates and the potent interceptor-carriers.

Crazy Special - \$15.00 Normal Retail - \$25.00



## FAS THE WAKE OF THE KRAKEN

A supplement for LEVIATHAN containing 15 scenarios.  
 Crazy Special - \$10.00 Normal Retail - \$18.00

## VIC OMAHA BEACHHEAD

D-Day has succeeded, and the Allies have stormed ashore to establish a fragile perimeter on French soil. But the danger of being swept back into the sea is all too real, and the Germans know that they must quickly counter-attack or lose the initiative. Saint Lo becomes the focal point of the west front - for the British and American forces must capture this vital city, for if the Germans lose Saint Lo they will thus fail to contain the invasion. With 288 counters (at Battalion level) and a 22"x32" map (1km per hex).

Crazy Special - \$25.00 Normal Retail - \$50.00

## AVA PLATOON

An introductory-level simulation of man-to-man combat in the humid, tangled jungles of Vietnam. The emphasis is on squad-level tactics, for survival on the battlefield can only be guaranteed by sound fire & movement techniques plus the careful use of troop assets (claymore mines, bunkers, etc). Components include 152 large counters (with illustrations depicting individual soldiers), and two 11"x14" mapboards.

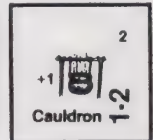
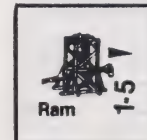
Crazy Special - \$25.00 Normal Retail - \$40.00



## VIC SHELL SHOCK

Based on the Ambush system, but designed for two players - this simulation recreates man-to-man combat and heroism in World War II Europe. Players are able to 'build' their squads from an array of troop-types, weapons and equipment. Light & Heavy support can be purchased in the same manner (and includes everything from foxholes, barbed wire & artillery to AFVs). Each of the 6 scenarios included with the game may be changed as regards battle intensity, mission objectives, forces and weather. The rules include engineers, mines, night fighting, combat saavy, random events, fate, and much more! Contains one 16"x18" map, plus four 8"x18" maps, 540 counters, 120 cards, two Squad Record Pads, ect.

Crazy Special - \$40.00 Normal Retail - \$90.00



## AVA SIEGE OF JERUSALEM

Depicts the culmination of Rome's campaign in Judaea - the storming of a multi-walled fortified city by Roman Legions supported with an array of siege machines. Although the Zealot defenders are outnumbered in both men and equipment, the assault on their positions may prove to be too costly for the attackers. The Romans have at their disposal towers, rams, artillery, escalades, miners & engineers. The Judaeans assets include archers, cauldrons, artillery, and ten massive wall partitions with which to fall back on. Components feature a great 34"x48" city map (50 metres per hex) & 696 counters.

Crazy Special - \$45.00 Normal Retail - \$75.00

## GDW SKY GALLEONS OF MARS

Over a patchwork of canals and cruel deserts the wooden cloud-fleets of the Martian Princes battle with the steel aerial gunboats of Queen Victoria's Royal Navy. This is a relaxed and fast-playing simulation for 2 or more players. The mechanics feature altitude, ramming, boarding, exotic weapons, DYO vessels, campaign rules, and more. Components include 15 plastic ship models, 56 counters, and two 22"x28" maps. Comprehensive background material is also provided.

Crazy Special - \$35.00 Normal Retail - \$60.00



## WES ST. LO

The Allies have gained a tenuous foothold in Europe, but the Germans offer increasing resistance against any drive into the interior. The township of Saint Lo must be captured by the Americans as a prelude to Operation Cobra (the breakout initiative). This game stresses troop morale and artillery support, and play is made tense by a fragmented movement system. With 400 counters and a 22"x34" map.

Crazy Special - \$20.00 Normal Retail - \$40.00

# MINIATURES

## RAL PARTHA

### THE ELFQUEST SERIES

Three assorted 25mm boxed sets selected at random from the items listed below. Please note that stocks are limited, and as a consequence we do not recommend that customers choose specific sets.

Crazy Special - \$25.00 Normal Retail - \$60.00

### RAL96001 Wolfriders #1

Contains Cutter, Pike, Strongbow & Moonshade, plus mounted versions of Tree-stump, Skywise, Scouter & Dewshine.

### RAL96002 Journey to Sorrow's End

Contains Leetah, Sun-Toucher, Radiance, Ember with Choplicker, Suntop, Rayek, Savah, Nightfall, & Zwoot with rider.

### RAL96003 Personalities

Contains Bearclaw, Joyleaf, a Priest of Gotara, Bone-Woman, Olbar Mountain-Tail, Adar, Nonna, and the ferocious Madool.

### RAL96004 Wolfriders #2

Contains Skywise, Tree-stump, Scouter & Dewshine, plus mounted versions of Cutter, Nightfall, Strongbow & Pike.

### RAL96005 Quest to Blue Mountain

Contains Maggoty, Winnowill, Oddbit, Picknose, Tydak, Two-Edge, Arorae, Lord Volt, Leetah & Cutter.



GRE9802 PRINCESS ACHMIRI

## RAL96006 End of the Quest

Contains Cutter (in Wolf Armor), Leetah (in Go-Back Costume), Rayek (in Go-Back Costume), One-Eye, Troll Guard, Clearbrook, Gahvi (in Go-Back Armor), Timmain, Ekuar & Gutticraw.

## GRENADIER

### GRE6506 BATMAN™

Yet another example of the extensive merchandising campaign that followed in the wake of the Batman™ film. This boxed set contains two 60mm metal figures - naturally these two miniatures would have to depict a stern-looking Batman™, and a manic Joker™ laughing exuberantly.

Crazy Special™ - \$8.00 Normal Retail - \$27.00

### GRE9802 PRINCESS ACHMIRI

The first vignette of Grenadier's FANTASTIC FEMALES OF AN ANCIENT WORLD series. This modestly titled 55mm boxed set features a gimmicky semi-soft-porn photo on the cover, and a complete fantasy scene made of lead within. Please note that stocks of this product are limited.

Crazy Special - \$8.00 Normal Retail - \$27.00

Customers should provide **second choices** with all **Crazy Special** orders!



# COMPUTER GAMES

## 16TH CENTURY

### GOLD OF THE AMERICAS

SSG

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all prepare bold expeditions to explore and claim the vast expanses of wilderness. Colonies are established and carefully nurtured. These fledgling settlements can then be exploited for personal gain, or built up for patriotic sentiments. However, these little steps towards empire are but fragile conquests - invasions, raids, blockades, revolts, epidemics, pirates, adverse weather, and other such ill winds combine to produce an unstable cocktail of unexpected potency. For 1 to 4 players.

IBM - \$45.00 AMIGA - \$45.00

### (7) CITIES OF GOLD

EA

1492-1540: The bold & dangerous journeys of the Conquistadors. Prepare your ship and crew for the long voyage of discovery, this search for glory and wealth will inevitably lead to the Aztec/Incan empires. Enjoy all the excitement of 16th century high adventure, captured in all its glory and greed with over 2800 screens. The computer can also completely generate a New World, so that you really do sail into the unknown!

C64 - \$30.00 IBM - \$30.00 AMIGA - \$34.00

### SHOGUN

OZI

Creates the epic, and enjoyable, saga of an English Sea Pilot stranded in Feudal Japan. This extensive adventure features many 'scenarios' with which points are scored for correct play. It is a game of diplomacy & cunning, the blunt communication afforded by swords is hardly necessary. The successful player can expect to rise from lowly 'foreign' status to a far loftier and powerful position. This exciting, sometimes humorous, package includes a 'Hint' menu and spectacular period graphics.

IBM - \$70.00 AMIGA - \$70.00

## NAPOLEONIC ERA

### AUSTERLITZ

OZI

The greatest battle of Napoleon's campaigns - the proud legions of the Grand Armee must confront and defeat the bold Austro-Russian soldiers. Beneath gray winter skies, and with a chill wind bearing the scent of rain, the two commanders issued their orders and watched the battle flare and wane with grim interest. This simulation captures these very elements, the 3-D style graphics offer a Leader's view of troop movements and the resulting clashes. Orders must be written and issued via messenger to the Corps Commanders, these very commands could be followed precisely, ignored totally, or bastardized to suit temperamental officers. Quite innovative!

IBM - \$70.00 AMIGA - \$70.00

### BATTLES OF NAPOLEON

SSI

This program can be employed to simulate practically any Napoleonic engagement. The advanced-complexity mechanics offer both historic battles and a scenario-generation system. Detailed maps can be created using 5 levels of elevation and 7 terrain types (100 yards/hex). Every unit's complement, composition, ordnance, and nationality can be altered. Each formation is rated for melee strength, leadership and moral.

C64 - \$35.00 IBM - \$50.00

### WATERLOO

OZI

Wellington's stoic troops were arrayed around a hitherto insignificant Belgian farmhouse, while Napoleon's haughty army lay poised between him and Blücher's approaching columns. History was made on that bleak and bloody day - but the fate of nations can again be set precariously into the hands of generals and their ilk, with the terrible consequences never going beyond your computer's plastic husk. This game features 3-D style battlefield graphics, and a very realistic (this means it's both decisive and confusing) command-control structure.

IBM - \$70.00 AMIGA - \$60.00

## AMERICAN CIVIL WAR

### DECISIVE BATTLES OF THE CIVIL WAR Vol. 1

SSG

Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War-paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

### DECISIVE BATTLES OF THE CIVIL WAR Vol. 2

SSG

Covers the war's middle years; with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflict's ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

### DECISIVE BATTLES OF THE CIVIL WAR Vol. 3

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' & 'Warpaint' scenario creation system.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

## WORLD WAR I

### DIPLOMACY

AH

A computer version of AVALON HILL's classic multi-player simulation set amid the political and military turmoil leading up to the Great War. For 1 to 6 players, each of whom lead a proud nation along the bloody path of European conquest. Play is dominated by bold alliances, sudden treachery, proud loyalty and sly deceit. Features excellent CGA graphics. This program is also highly recommended as a gaming supplement for the DIPLOMACY boardgame itself.

IBM - \$45.00

## WORLD WAR II

### EUROPA

#### BATTLEFRONT

SSG

A recreation of multi-theater Corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply) in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan & Bastogne: plus a detailed scenario design kit for the creation of optional conflicts.

C64 - \$45.00 APPLE - \$45.00

#### EUROPE ABLAZE

SSG

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 to 1945 - from the desperate Battle of Britain, to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack and Nazi jets. Also features an optional scenario design kit.

C64 - \$42.00 APPLE - \$42.00

#### PANZER STRIKE

SSI

Tactical company-level combat where individual tanks and infantry squads engage in a bloody struggle for small, albeit vital, gains. Players create historically accurate forces using a large array of AFVs, role-specific infantry (ie: pioneers, SMG squads, et al), and various support ordnance. With 50 yards per on-screen map-hex, this two-disk simulation allows for quite detailed engagements. The scenarios cover 3 theaters - the entire East Front campaign, 1940 West Front, and Africa.

C64 - \$30.00

#### STORM ACROSS EUROPE

SSI

A 1 to 3 player simulation the battle for Europe at grand strategic level. Features include both the military and economic aspects of the entire campaign. Resources collected via land acquisition are allocated to a nation's military production or weapons research. Conquest of the continent requires both patient preparation and bold strategies. To win players must ably command the entire spectrum of WWII warfare: Land (armour, mechanised & infantry corps); Sea (amphibious operations, U-boat campaigns & convoy raiders); and Air (paratroop assaults, air superiority & strategic bombing).

C64 - \$30.00 IBM - \$50.00 AMIGA - \$50.00

#### TYPHOON OF STEEL

SSI

Like its parent game, PANZERSTRIKE, each on-screen square equals 50 yards of 'real' terrain, and every icon represents one vehicle, gun, or infantry squad. A huge campaign game is provided, but players can also use a scenario creation package (featuring every major weapon produced by the Americans, British, Germans, and Japanese!). The detailed game mechanics include vehicle damage allocation, unit engineering capabilities, and naval support.

C64 - \$30.00

## WEST FRONT

#### BATTLES IN NORMANDY

SSG

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanized thrust inland that marked the beginning of the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

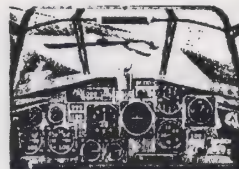
C64 - \$45.00 APPLE - \$45.00

### FIRST OVER GERMANY

SSI

A B-17 flight simulator covering the daylight raids over Hitler's Reich. The objective is not to blow great holes in enemy industrial complexes, but to simply survive 25 grueling combat missions. The B-17's crew is chosen individually, and each accrues experience from every flight. Training starts in the U.S. and leads to an active station in England, from there it's a short hop to the flak scared skies of Europe. Mechanics include fighters, fuel consumption, bombing accuracy, etc.

C64 - \$35.00 IBM - \$50.00



### THEIR FINEST HOUR

OZI

A flight simulator for the Battle of Britain - the player selects one of eight famous aircraft, and uses this to prowl the English sky in search of enemy fighters or bombers (or players have the option of hunting for ships in the channel). The superb colour graphics are fully animated, and more than adequately capture the excitement & terror of aerial combat. The on-screen attention to detail alone makes this package a worthy purchase! Guaranteed to provide hours of pleasure.

IBM - \$70.00 AMIGA - \$60.00

## EAST FRONT

#### FIRE BRIGADE

PAN

The struggle for Kiev in '43 was one of the most decisive and mobile battles of the entire Eastern campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German front and isolate Army Group South. Balck's hardened 48th Panzer Korps (the infamous 'Fire Brigade') was committed for a counter-attack in a desperate bid to gain the initiative. This is an award-winning Australian game that features great graphics, variable skill levels & a tutor program.

IBM - \$44.00 AMIGA - \$45.00 MAC - \$45.00

#### PANZER BATTLES

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous 'What if?'), and players are able to control the icon graphics. There is also the usual DYO scenario kit. With low complexity & fast-playing mechanics.

C64 - \$45.00 IBM - \$45.00

#### SECOND FRONT

SSI

Steel & flesh collide, fire & blood scour the earth - a nation is savaged by a conflict unprecedented in its scale and horror, a continent teeters on the brink of total submission, while the world awaits the victor's bloody salute - this is Barbarossa. From Stalingrad to Berlin, over 350 divisions clash headlong in a desperate bid for strategic domination. Asset attrition is conducted right down to individual AFVs, aircraft and squads. The terrain graphics even change hue to suit the season!

IBM - \$60.00 AMIGA - \$60.00

#### RUSSIA - GREAT WAR IN THE EAST

SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defense of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

C64 - \$45.00 APPLE - \$45.00

## AFRICAN CAMPAIGN

#### ROMMEL: BATTLES FOR NORTH AFRICA

SSI

The Italian army had been routed out of Egypt; the Germans respond by dispatching a small, albeit elite, force to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps out-witted and out-fought all of its opponents. ROMMEL recreates the furious, and sometime chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

See also PANZER STRIKE.

## PACIFIC CAMPAIGN

#### BATTLEHAWKS

OZI

The parent game to THEIR FINEST HOUR. The player gets to pilot a variety of aircraft in this colourful and exciting flight simulator. Features carrier-borne operations, ship-hunting missions, and multi-plane dogfights. More details next catalog.

IBM - \$60.00 AMIGA - \$60.00



## CARRIERS AT WAR

SSG  
Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz & Coral Sea. Using SSG's design package hypothetical scenarios can also be played. The menu offers 63 aircraft types; 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study.  
**C64** - \$45.00 **APPLE** - \$45.00

## HALLS OF MONTEZUMA

SSG  
From the capture of Mexico City in 1848, through two World Wars, Korea and Vietnam - the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corp's most testing battles. The mechanics are based on the BATTLEFRONT system, and includes WARPAINT (which gives complete graphic control over the icons) and WARPLAN (the game design option). Good detail.  
**C64** - \$45.00 **IBM** - \$45.00

See also BATTLEFRONT and TYPHOON OF STEEL.

# POST WORLD WAR II

## MacARTHUR'S WAR: KOREA

SSG  
In June 1950 the North Korean Army surged into South Korea, they swept aside all who opposed them and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter-invasion of North Korea. Chinese forces joined the fray, with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.  
**C64** - \$45.00 **APPLE** - \$45.00

# WORLD WAR III

## THE MILITARY CAMPAIGN

### HARPOON

360  
Modern naval combat - World War III begins, and the U.S. task force in the North Atlantic is ordered to seek out and destroy their Soviet counterpart. Players must deploy their assets shrewdly and prepare complex offensive maneuvers - the sole objective is to destroy the enemy as cheaply as possible. Over 100 current vessels are provided, from massive aircraft carriers and potent missile cruisers, to sleek hunter-killer submarines - each weapon contains its own technical specifications. Based on GDW's superb rules, but without the prolix book keeping! Features 12 scenarios.  
**HARPOON - CONVOY (BATTLESET #2)** 360  
Command NATO's North Atlantic Naval Task Force. The objectives involve protecting vital convoy missions to Europe, and safe-guarding North America from Soviet subs. Features the French and Spanish navies, plus variant control of either NATO or Soviet forces. NOTE: Requires HARPOON 1.1 disks.  
**IBM - HARPOON: \$70.00 HARPOON - CONVOY: \$45.00**

### (THE) HUNT FOR RED OCTOBER

OZI  
Red October represents the ultimate in sophisticated Russian submarine technology - potentially invisible to sonar, and with enough nuclear firepower to devastate an entire continent. When the boat's captain decides to defect to the West, with the vessel and without the crew's knowledge, you can assume that the Soviets will stop at nothing to retrieve their most devastating naval asset. This simulation is more than a desperate, high tech chase because the quarry has the armaments to strike back at anything and everything!  
**C64** - \$50.00 **IBM** - \$50.00 **AMIGA** - \$50.00

### NUCLEAR WAR

NWC  
A humorous game of global domination through strategic war-mongering. The player must compete in an exhausting arms race against other megalomaniac nations, each turn electing to produce either one of many nuclear delivery systems or some form of defensive measure. In between these hectic bouts of procurement the leaders of the opposing countries abuse, threaten or pacify each other via the Diplomacy Terminal - or use malicious propaganda to entice an opponent's population away from them. Nuclear war is inevitable, and the victor (if there is any) is the nation who suffers the least damage. Features ten comical opponents - each a caricature of a modern-day leader with a unique personality and a special ability. Very funny (dare I admit it?), and good to look at!  
**IBM** - \$50.00 **AMIGA** - \$50.00

### OVERRUN!

SSI  
A clash of arms for the control of Europe. With 50 yards per on-screen square, and every symbol representing one AFV, gun, or infantry squad - ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including the T-94, FOG-M & ADATS). Vehicles are rated for frontal, side & top armour values against both HEAT & kinetic rounds. Play includes a mega-Europa campaign, and smaller scenarios  
**C64** - \$30.00 **AMIGA** - \$50.00

### RED LIGHTNING

SSI  
Depicts a massive Warsaw Pact invasion of central Europe (this game's pre '89 folks). This is a detailed study of brigade-divisional level modern combat. To survive in this savage environment, players must marry their air & land assets shrewdly. Any strategic blunder will result in huge losses of material and land. Ultimate victory will go to the boldest commander. There are three scenarios, five levels of complexity, and a very detailed unit-damage resolution system  
**IBM** - \$50.00 **AMIGA** - \$46.00

## STRIKE FLEET

EA  
A sophisticated arcade-style game of modern sea combat, with 10 scenarios (from the Persian Gulf & Falklands, to the North Atlantic) and campaign options. The player builds a naval task force of up to 16 vessels, choosing from 12 classes of fighting ship, and then sails forth to engage the enemy (whose own strength is unknown). The mechanics include helicopters, aircraft, subs, and sonar/radar target acquisition.  
**C64** - \$30.00 **IBM** - \$50.00

## WEAPON SIMULATORS

### 688 ATTACK SUB

EA  
Gliding ominously thru the ocean depths using sonar contour maps, 688 stalks for prey, ever weary of enemy ASW vessels and hunter-killer subs. This is a stunning graphic simulation that allows players to command a Los Angeles class submarine, or a Soviet Alfa class equivalent. The enemy is cunning, and their assets represent the latest in naval and military aviation technology - thus each mission must be treated with respect and caution. But with an array of counter-measures, wire-guided torpedos, and the hard-hitting Harpoon missiles, 688 has the firepower to blow her rivals out of the water. The visual presentation of this package is superb!  
**IBM** - \$50.00 **AMIGA** - \$46.00

### ABRAMS BATTLE TANK

EA  
Saddle-up boys! You've got your orders, the ammo bins have been filled with a mix of AP & AT rounds, the crew's finishing breakfast besides the track, and the cloud cover should keep the aerial tank-killers snug in their hangers. It's a great day for hunting BMPs - grilled commies for lunch, hot-damn! This is a rather entertaining game that creates the exploits of a lone M1 tank in WW3 Europe. Features include day/night ops, 15 types of Allied & Soviet AFVs, campaign play, four battle perspectives from inside the M1, choppers, NAV map guidance, ammo expenditure & comprehensive damage allocation  
**IBM** - \$50.00

### F-16 FALCON SIMULATOR

OZI  
Great graphics and realistic aerial characteristics make this high-octane program one of the best commercial flight simulators available to date! Game features include multiple heads-up-displays, ground strike or air interdiction missions, multiple skill levels, authentic maneuvers, digitised aircraft images, and a two-player dogfight capability (you will need two computers for that option kiddos). Highly recommended!  
**IBM** - \$65.00 **MAC** - \$60.00 **AMIGA** - \$60.00

### STEEL THUNDER

OZI  
Arcade-style game of modern armored warfare. Players assume command of an American AFV - either the M48A5 Patton, M60A3, M3 Bradley IFV, or the gutsy M1A1 Abrams. On screen graphics feature vehicle-aperture perspectives from three crew positions: commander, gunner & driver. Nifty extras include targeting periscopes, thermal imagery, smoke screens, multiple gears, and more. Our warehouse manager can't stop playing the bloody thing - so it must be good!  
**C64** - \$36.00 **IBM** - \$65.00

# SCIENCE FICTION

### CRESCENT HAWKS INCEPTION

INF  
All you Battletech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyrans Commonwealth Mechwarrior. Ignoring the finesse of battle-field tactics, your basic mission-plan is to kick some Kurita ass! This arcade-style graphic adventure includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?), and a handy gladiatorial module designed to teach novices the best way to execute the aforementioned skill.  
**C64** - \$65.00 **IBM** - \$62.00 **AMIGA** - \$60.00

### HAMMERFIST

VID  
Hammerfist and Metalis, his buxom sister-of-slaughter, have turned against their draconian leaders. Too many years have passed wherein the Corporate Government has ruled the populace with cruelty and evil intent. Now is the time for revolution! Hammerfist and Metalis, his head-banging woman-of-wounding, battle their way thru this futuristic metropolis in search of bloody revenge. Real arcade-style action!  
**C64** - \$36.00 **AMIGA** - \$60.00

### MARS SAGA - MINES OF TITAN

EA  
Mars has been colonised - by Earth's criminals. There are only two ways to escape; die, or accept a mission to discover who (or what) has shut down a new outpost in the Martin deserts. The task, first of simply surviving in the prison city, will take several characters to lost cities, ruined mines, hidden caverns, deep tunnel complexes and the dissipated surface of the red planet itself. Features 21 character skills & variable weapon damage. This package has very comprehensive background detail, and is a highly entertaining romp.  
**C64** - \$30.00 **IBM** - \$60.00

### MECHWARRIOR

INF  
31st Century tactical combat simulator set in the Battletech universe. Players can pilot 1 of 8 classes of Battletech as a mercenary for any of the 5 Successor States. Experience and wealth may eventually provide able mechwarriors with their own lance to command - and a chance to confront the very scourge of the Inner Sphere! The game has a plethora of scenarios - from ruthlessly short raids to grueling campaigns. Features include multi-world, multi-terrain environments; accumulative battle attrition on all vehicles, and front-line repair workshops. With cockpit-perspective graphics.  
**IBM** - \$60.00

## MEGATRAVELLER 1: THE ZHODANI CONSPIRACY

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy thru the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space & land combat, over 25 very detailed worlds, 100's of NPCs, plus a labyrinth of false clues and sub-plots.  
**IBM** - TBA

## REACH FOR THE STARS 3rd ED.

SSG  
1 to 4 players must build a space empire by creating a homeworld, sending out colonists, establishing habitable planets and developing resources. Security for these bases is directly tied to the procurement of technical skills (navigation, ship design & industry). There is but one obstacle to galactic domination - the other players! The game quickly becomes a bitter contest of destruction & conquest as invading starfleets battle for control of colonial assets. Features mechanics for social growth, land based armies, and much more. Great!  
**AMIGA** - \$45 **APPLE** - \$45 **C64** - \$45 **IBM** - \$45 **MAC** - \$45

## RENEGADE LEGION: INTERCEPTOR

SSI  
Tactical space combat between the draconian Terran Overlord Government and the rebellious Renegade Legions. The player creates a squadron from 24 standard starfighter types, or has the option of custom-designing their own vessels - arming them with mass-driver cannons, lasers, electron & neutron particle guns, or a variety of 'smart' missiles. Missions include anti-piracy patrols, space-station defense, enemy fleet interceptions, and wild melee engagements. Features scenarios & campaign play, plus variable skill levels.  
**IBM** - TBA **AMIGA** - TBA

## SPACE 1889

PAR  
Based on the whimsical alternate-history RPG SPACE 1889. Five brave (and variably skilled) adventurers search the solar system for an elusive, advanced alien race. In the process they explore the canals on Mars, the prehistoric swamps of Venus, and the mysterious caverns in the Moon. Even Victorian era Earth offers the intrepid heroes a chance to discover King Tut's tomb, a lost Mayan city, or legendary Atlantis! Adversaries include German conspirators, a radical Martian cult, and a variety of strange otherworldly creatures.  
**IBM** - TBA

## STAR COMMAND

SSI  
A special task force of 8 elite star-troopers (each with variable skills & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars. As the game proceeds, these troops may improve skills, rise in rank and collect bigger weapons! Features man-to-man & tactical starship combat with great graphics. A 2nd scenario involves a military campaign against an advanced alien race of intelligent insects.  
**C64** - TBA **IBM** - \$50.00 **AMIGA** - \$46.00

## STELLAR CRUSADE

SSI  
Two militant stellar nations collide in a bitter struggle for control of a resource-rich star cluster. Religious zeal and economic greed fuel the bitter conflict. The game mechanics include exploration (searching for the best planets to colonise), domestic priorities (expanding economic strength thru the procurement of raw materials & increased production; plus troop training, weapons research & industrial development), and warfare (designing ships, building fleets and preparing commanders). With 7 scenarios, plus a campaign.  
**IBM** - \$50.00 **AMIGA** - \$46.00

## WASTELAND

EA  
Full colour graphic adventure set in a post-holocaust America. The shattered ruins of civilisation are now host to a population of nuclear degenerates and fierce renegades. The player assumes the role of a lone traveller whose only ambition seems to involve meeting various weird denizens and blowing them away! Arcade style man-to-mutant combat with an array of hi-tech & primitive weapons. Features hundreds of violent encounters and a huge dose of graphic action.  
**C64** - \$30.00 **IBM** - \$30.00

# FANTASY

## BARD'S TALE 1

EA  
After selecting a band of six bold adventurers (each with various characteristics & talents) the player sets off into the dark wilderness beyond. Searching for wealth and glory, this earnest troupe will encounter a plethora of vile creations and helpful eccentrics. As the quest progresses the adventurers will gain in power and skill. This program includes 85 Wizard spells and 16 dungeon labyrinths packed with monsters!  
**C64** - \$30.00 **IBM** - \$50.00 **AMIGA** - \$46.00

## BARD'S TALE 2

EA  
Players transfer their battle-hardened BARD'S TALE 1 characters across to this program, and thus the legend continues! The eager adventurers face another epic campaign of discovery and conquest. Features new Wizard spells, 25 eerie dungeons laden with treasure, and 6 detailed townships.  
**C64** - \$30.00 **IBM** - \$50.00 **AMIGA** - \$46.00

## BARD'S TALE 3

EA  
An ominous darkness shrouds the city, and the once-haughty adventurers are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the inevitable horrors that will follow - except of course, to beg the heroes to boldly search for the demesne of their nemesis, and then enter its 87 terrifying dungeon levels.  
**C64** - \$30.00



## **DEMON'S WINTER**

SSI

Locked deep within the bowels of a volcano, the Arch Demon Malifon dispatches his evil minions in search of a way to free their dark master. A preternatural winter fouls the world, sent forth by Malifon to hinder his enemies. Into the bitter heart of this arctic wasteland must go a heroic party of adventurers, for only they have any hope of ending this icy enchantment - and to ensure Malifon's continued imprisonment. Characters have 5 attributes, and can be chosen from 10 classes & 5 races.

**C64** - \$35.00 **IBM** - \$50.00 **AMIGA** - \$46.00

## **FIRE KING**

SSG

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks & crannies for treasure and evil foes. Features arcade-style action with 3-D graphics. Players meander around the Fire King's realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action aplenty for those brave enough to venture from the castle's comforts.

**C64** - \$37.00 **IBM** - \$45.00

## **KING'S QUEST #1 - QUEST FOR THE CROWN**

OZI

Not just a glorified AD&D style slugfest in an endless maze of dungeons - this is a fantasy adventure in the grandiose vein of a classic mythical extravaganza! A lone hero partakes in a wide variety of tasks and challenges - from violent encounters with savage beasts, to solving labyrinthine puzzles. The program has a depth that is rare for this genre: icons interact, combat has a role secondary to the story, and each situation has multiple solutions thus promoting several replays.

**IBM** - \$50.00 **AMIGA** - \$50.00

## **KING'S QUEST #2 - ROMANCING THE THRONE**

OZI

Our fearless hero from the first game has been promoted into the King's court - and as a consequence when the princess is abducted by some vengeful fiend it's up to him to rescue her. OK, so the theme isn't awfully original, but let's face it folks - pulp fantasy never is very sophisticated. However, this multi-dimensional adventure is a worthy successor to its parent program. Highlights include a tour of a Vampire's demesne, a polite conversation with Neptune, and a protracted search for three magical keys. The saga continues.

**IBM** - \$50.00 **AMIGA** - \$50.00

## **KING'S QUEST #3 - TO HEIR IS HUMAN**

EA

Just as King's Quest #2 was an improvement over #1, this third installment features even better graphics with amusing sound effects. The major theme of this adventure is the search for the character's real identity. Our hero will be involved in an unexpected sojourn with slavers, a swashbuckling tour of the sea on a privateer's raider, and learning how to win friends & influence people with mighty magics. Quite humorous in parts.

**IBM** - \$50.00 **AMIGA** - \$50.00

## **KING'S QUEST #4 - THE PERILS OF ROSELLA**

EA

The final game in this series boasts superior graphics and sound-effects - the basic premise of the plot is thus: the royal family is poised to suffer some evil-induced doom - unless a loyal hero-type can successfully return from a blood-curdling, gut-wrenching & ball-shriveling quest into the more nefarious realms of the world. Not one, but many adventures will have to be undertaken to remove the curse (and some important discoveries can only be initiated at night). The dangers are many, and mistakes are dealt with harshly, but the rewards are more valuable than gold! With a 10 minute animated intro.

**IBM** - \$70.00 **AMIGA** - \$60.00

## **KING'S QUEST TRIPLE PACK**

OZI

A package of the first 3 games in this award-winning series.

**IBM** - \$80.00

## **QUESTRON II**

SSI

The Great Book of Evil Magic (the peasants like to call it that when they huddle fearfully around tavern hearths) is the cause of much vexation. A renown hero is thus sent back in time to exterminate the six mad sorcerors responsible for the creation of the dark tome (the hero should have listened to his mother's advice, and become a doctor). This epic quest will take our intrepid adventurer into crowded townships, labyrinthine dungeons, and through a sprawling wilderness. Features countless NPC characters, the obligatory menagerie of fierce monsters, and a veritable hoard of magic items.

**C64** - \$35.00 **IBM** - \$50.00 **AMIGA** - \$46.00

## **SWORD OF ARAGON**

SSI

A fantasy wargame wherein players seek to conquer the land of Aragon with mighty armies containing warriors, knights and mages. This system features strategic movement with tactical combat resolution. The path to glory is strewn with the blood of conflict, and scorched by the puissance of magic. But total victory is dependent on a commander's application of medieval economics and resource allocation. The spoils of war will have to be maintained and developed so as to milk them of their vital supplies. Armies must be raised with new soldiers being adequately equipped and trained. Non-human nations and mythical creatures will aid or hinder the player's way to empire, and thus diplomacy will become a part of one's stratagem. A superb marriage of wargame/fantasy adventure.

**IBM** - \$50.00 **AMIGA** - \$46.00

## **ULTIMA TRILOGY**

ORI

Three classic fantasy adventures - the first program features a war against an evil force that is slowly consuming the world of Sosaria. The beleaguered forces of Good seek a champion who will destroy the dark horde's wizard-king. Arcane sorcery and ancient weapons of magic are the hero's key to success. In the second game a saviour from beyond time must rescue Sosaria from the wrath of the wizard-king's daughter - herself a master of hideous powers. The final package pits a party of adventurers against the Great Earth Serpent, and the Orc clans that revere it. Sinister implications reek of the wizard-king's involvement in this war, even though he died long ago!

**C64** - \$80.00 **IBM** - \$80.00

## **ULTIMA III EXODUS**

ORI

Savage Orc raiding parties are plunged like knives deep into the civilised empire, and with each stroke the blood of murdered folk stains the scorched earth. A force raw with evil intent grows ever stronger, its thirst for death never slaked by the continuous violence that it's presence promotes. This monstrous entity seems to be the product of the long dead wizard-king and his cruel daughter (see Ultima Trilogy) - an elaborate revenge that will surely devour the land unless it is defeated.

**AMIGA** - \$60.00

## **ULTIMA IV QUEST OF THE AVATAR**

ORI

Although the dark entities of the Evil Triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as demons, dragons & undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unholy promises, while the very heart of the land is being slowly stricken by greed & vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against the ultimate opponent - The Self - awaits!

**C64** - \$80.00 **IBM** - \$80.00 **AMIGA** - \$80.00

## **ULTIMA V WARRIORS OF DESTINY**

ORI

Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous trek thru the underworld. Players must brave the vile denizens of a huge subterranean world, and then survive the treacherous plots of a desperate dictator when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, dungeons, etc, to explore.

**C64** - \$80.00 **IBM** - \$80.00 **AMIGA** - \$80.00

## **ULTIMA VI THE FALSE PROPHET**

ORI

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc thru the chill air, and the gory refuse of the victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.

**IBM** - \$85.00

# *DUNGEONS & DRAGONS*

## **CHAMPIONS OF KRYNN Vol. 1**

SSI

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character & complexity to POOL OF RADIANCE. A party of grizzled-veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn.

**C64** - \$50.00 **IBM** - \$50.00 **AMIGA** - \$55.00

## **CURSE OF THE AZURE BONDS**

SSI

Sequel to POOL OF RADIANCE. The most populous and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (Rangers & Paladins), many new spells, and an array of fearsome beasts and dangerous lairs.

**C64** - \$30.00 **IBM** - \$50.00

## **DM'S ASSISTANT Vol. 1: ENCOUNTERS**

SSI

Contains over 1,000 separate encounters & 1,300 individual monsters & non-player characters for insertion into an AD&D campaign. The user can either specify encounters to be played, or can get them randomly generated.

**C64** - \$35.00 **IBM** - \$50.00 **AMIGA** - \$46.00

## **DM'S ASSISTANT Vol. 2: CHARACTERS & TREASURES**

SSI

This program helps to generate character and NPC stats, (complete with equipment & background) as well as providing random treasure generation. Ideal for lazy DMs!

**C64** - \$35.00 **IBM** - \$50.00

## **DRAGONS OF FLAME**

SSI

"Dragons of Flame explodes with action!" the blurb in SSI's catalogue promises - I have this disquieting image of some poor kid slumped before his or her computer terminal, their blasted and still smoldering entrails strewn in a pulpy jumble before the shattered screen. This graphic adventure sends the Dragonlance heroes on a quest to rescue slaves from the vile Draconian fortress of Pax Tharkas. Ten characters are available for this daunting task (each with specific skills), although only one of them can be played at a time. Features arcade-style action that relies on clear-thinking and reflexes.

**C64** - \$40.00 **IBM** - \$50.00 **AMIGA** - TBA

## **DRAGON STRIKE**

SSI

Yep, it had to happen sooner or later - this boldly titled package is a flight simulator that allows players to ride the mighty dragons of Krynn into combat. The object of the game is air superiority, and that means whopping the crap out of every other Dragon foolish enough to get in the way! Combat involves the not-so-ubiquitous Dragonlance, as well as fiery Dragon-breath, and that classic old standby - great reptilian maws crowded with vicious fangs. The mechanics include altitude and endurance, while the superb graphics allows the player to enjoy a giddy view from atop a Dragon's back.

**IBM** - \$60.00 **AMIGA** - \$60.00

## **HEROES OF THE LANCE**

SSI

Based on the popular Dragonlance saga. Players partake in a quest into the evil-infested temple ruins of Xak Tsaroth, searching for the Disks of Mishakal. Features 8 individually skilled & equipped characters, plus fully animated arcade-style action with colourful graphics. This is everyone's chance to ignore the Draconians and beat the living crap out of every obnoxious Gully Dwarf that they can lay their swords on!

**C64** - \$30.00 **IBM** - \$50.00 **IBM** - \$46.00

## **HILLSFAR**

SSI

Set in the comprehensive world of the Forgotten Realms, play involves the exploits of an individual adventurer in search of wealth and glory (avaricious bugger!). The action begins in a lively city wherein any bored hero can partake in a bold new quest or an even bolder tavern-crawl! All manner of trial & tribulation await the explorer - from arena challenges, to archery tournaments, and deadly mazes. This program will accept characters created in POOL OF RADIANCE.

**C64** - \$35.00 **IBM** - \$60.00 **AMIGA** - \$46.00

## **POOL OF RADIANCE**

SSI

The Forgotten Realms is a land of adventure and horror, for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasts, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of classic AD&D character-classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons.

**C64** - \$35.00 **IBM** - \$50.00 **AMIGA** - \$65.00

## **WAR OF THE LANCE**

SSI

Huge fantasy armies collide in a desperate campaign that will ultimately decide the fate of a continent. The noble forces of Whitestone face the Highlord's Dragonarmies. Stoic formations of knights, Elven archers, Dwarf engineers et al, face legions of evil Draconians and even more fell beasts. The game mechanics include diplomatic interaction between racial factions, strategic & tactical screens for maneuver and combat respectively, and valiant Hero Quests (arduous treks for mighty artifacts and the like). For one or two players.

**C64** - \$35.00 **IBM** - \$50.00

# **MISCELLANEOUS TITLES**

## **BATTLE CHESS**

OZI

Yes folks, it's another computer chess program. But before your interest is swallowed by a cavernous yawn I must mention that there is a big difference here - the graphics are executed in simulated 3-D, with the playing pieces presenting actual mediaeval characters. These icons 'walk' from square to square, and engage in an animated duel when they confront each other. Each piece has its own unique style of combat. Features include 2 or 1 player modes, 10 skill levels, an optional 2-D screen, and an open library of 30,000 moves.

**C64** - \$40.00 **IBM** - \$65.00 **AMIGA** - \$40.00

## **OIL IMPERIUM**

INF

What's this - a wholesome family simulation extolling the virtues of hard work and careful money management? Not quite: 1 to 4 players partake in a cut-throat race to build an oil empire, and all manner of foul play will be employed to achieve prosperity. Mercenaries are hired to disrupt an opponent's assets, industrial spies keep tabs on neighboring fields, while bribes and blackmail help the money to circulate. But it's not all thuggery and deceit, players must also search for the best oil reserves, construct rigs, drill new sites, purchase tanks, lay pipelines, and sell the crude oil on the market. An entertaining game with great graphics.

**IBM** - \$60.00 **AMIGA** - \$60.00

## **SIMCITY**

MAX

Admittedly I wasn't too enthused with the idea of a city construction simulator. However, this is a surprisingly engrossing game! The player can use one of six actual cities, or build one from scratch. Within this sprawling metropolis one must fight crime, struggle with unemployment, curb pollution, control budgets, decide on taxes, direct transport and much more. The city has to be very carefully developed, with new roads, industries, shopping centers, parks, housing, stadiums, seaports and airports needed to keep the populace both contented and busy (or else they'll leave!). But disasters such as earthquakes and rampaging dinosaurs(!) can ruin the cityscape in an instant, and a rapid response to these emergencies is vital. Features very impressive graphics.

**C64** - \$60.00 **IBM** - \$85.00 **AMIGA** - \$85.00

## **SIMCITY TERRAIN EDITOR**

MAX

Allows greater control over the physical aspects of a given city. Rivers can be choked with landfill, and thus developed for industry or housing. Forests can be generated to combat pollution, whilst entire mountain ranges can be leveled in an instant. Also includes a program for shipping routes, and more scenarios. Very highly recommended!

**IBM** - \$35.00 **AMIGA** - \$35.00

## **IBM GAMES**

All programs require COLOUR CARD to function. A number of IBM titles are not readily available in the 3.5" format - however we can provide such disks if the customer doesn't mind waiting a short period of time for the conversion.

**PLEASE NOTE**  
**ALL GAMES HAVE DISKS ONLY**



# MINIATURES RULES

## ANCIENT RULES - WRG

### ANCIENT RULES

The 7th Ed. Wargames Research Group's 3000BC - 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a soft-cover 56-page book, plus reference cards. The rules include historic background details, field engineering of the era, fortifications, unusual 'terror' weapons, and basic stratagems. One of the best set of table-top ancient rules available. **\$15.00**

### HISTORIC

## BATTLESYSTEM

### BATTLESYSTEM

A moderate-complexity system covering large-scale battles between fantasy units - features comprehensive mechanics for powerful magic, mighty heroes, fearsome monsters, and more. The rules utilise 25mm scale miniatures - with the emphasis on **Ral Partha's** excellent range. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a whole formation. This product is a 128 page softcover book with high-quality glossy paper and many colour photographs. **AD&D** Player-characters and their adversaries can be converted into major heroes or villains for any of the **Battlesystem** scenarios. Includes basic, intermediate, and advanced rules. **\$35.00**

### FANTASY

#### I14: SWORDS OF THE IRON LEGION

Ravering armies sweep across the land, and vast hordes of fell creatures lay siege to citadel-fortresses - tremendous battles are fought to decide the fate of nations. This is a module containing 8 large encounters & 3 smaller skirmishes - but there is more to these scenarios than just a straight slugfest! 64 pages, plus maps. **AD&D** characters can be used. **\$15.00**

#### DL14: DRAGONS OF TRIUMPH

Mainly an **AD&D** module - but a section is devoted to a very big **Battlesystem** scenario that pits five evil armies against the combined might of a Good-aligned force. **\$22.00**

A number of other **AD&D** modules and supplements include optional **Battlesystem** scenarios (for resolving large scale encounters or epic conflicts).

## BLADESTORM

### BLADESTORM

Skirmish-style system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called **Bladestorms**. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour guide, two large colour maps & dice. Due Nov **\$45.00**

### FANTASY

## CHALLENGER II

### CHALLENGER II

Covers battlegroup level engagements from 1950 thru to the 1990's. Each 1/285th scale miniature in the game represents one vehicle or weapon system. The 66 page rulebook includes two card reference-charts, one clear plastic 'beaten zone' template and 170 markers. The immense popularity of this product is due to its very comprehensive detail and excellent tactical integration of the combined-arms doctrine. Includes superb mechanics for the command network, communication, multi-role artillery ammunition, electronic & NBC warfare, engineering, helicopter operations, air support (with a listing of aircraft types), and much more. **\$14.00**

### MODERN

#### MODERN EQUIPMENT HANDBOOK

A 92 page guide to national equipment specifications with full points values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery, and helicopters from 49 countries! Can also be used with **WGR's** modern rules. **\$14.00**

#### DIGEST #3

Features a comprehensive international catalogue of engineering vehicles (with a chapter dedicated to engineer-unit composition), plus two European scenarios, variant close assault mechanics (for faster combat resolution), equipment data updates, and a global Army listing update (which includes the Australian Army!). 68 pages. **\$14.00**

#### DIGEST #4

Ultra modern army lists Volume 1. This 77 page book details Battlegroup unit composition on the central European front - specifically the NATO & **WARPAC** members, as well as the neutrals. Essential data for gamers who organise their forces on real life parameters. **\$14.00**

## DIGEST 5

Ultra modern army lists volume 2 features comprehensive tables of organisation for the Middle East, Africa, Asia (the Far East), Latin America, and super-power/colonial Intervention Forces. 77 pages of hard intelligence with a brief listing of 'hot spot' forces from Central America and Afghanistan. **\$14.00**

## COMMAND DECISION

**COMMAND DECISION 2nd Ed.** **WORLD WAR TWO** Tactical World War II rules for combined-arms combat. This boxed set contains a 32 page rulebook (with basic and advanced mechanics), a 16 page vehicle-weapon data book (for the US, Germany, Italy, Russia & England), a 28 page divisional unit organization book, a 12 page campaign book with 6 scenarios, a 4 page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285th, 15mm and HO scale models. Illustrated with photographs. The second edition version includes the **Bastogne** (48 pages with 16 scenarios) and **Barbarossa** (64 pages) campaign modules. **\$40.00**

#### ARMIES OF WORLD WAR 2

A **Command Decision** supplement that features comprehensive orders of battle, and equipment performance charts for the early (1939-40) European-campaign nationalities such as France and Poland - plus the Pacific theater (with Japan, China, the USMC, et al). 96 pages. Due Nov? **\$20.00**



### COMBINED ARMS

Uses the **Command Decision** system for WWII HO or 1/285th scale air/land wargaming. Sophisticated electronics have accelerated the pace of combat - 'Speed Kills' is an axiom that every modern commander must adhere to vehemently if victory is to be achieved. The rules stress command-control, and the mechanics have been designed so that players must balance unit integrity and rapid tactical maneuvers, or suffer sudden attrition. Includes mechanics for air power, chemical warfare and combat engineering, plus complete gun charts, and current vehicle/organisational lists for 12 countries. 152-pages. **\$25.00**

### MODERN

#### OVER THE TOP

Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature gas attacks, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two savage campaigns, and complete national orders of battle. Due Dec. **\$25.00**

#### WORLD WAR ONE

#### THE SOUTH ATLANTIC WAR

An in-depth study of the Falklands war, with historical orders of battle, maps, and comprehensive background. Includes scenarios for **Harpoon** & **Combined Arms**. Due Oct. **\$25.00**

## FIREFLY

### FIREFLY

World War II tactical Battlegroup actions using 1/300th or 1/200th scale miniatures - the mechanics are based on the exceptional system pioneered by **CHALLENGER II**. The rules are quite comprehensive, and thus require the combatants to carefully employ a combined-arms strategy - or suffer the ignominy of a crushing defeat! The rulebook is 100 pages in length, and includes a selection of game markers, an A4 sized reference chart, and a transparent artillery 'beaten zone' template. Detailed source material is provided with a very large technical list of vehicles & aircraft from 12 nations, plus Army lists for the world's major forces (featuring Brigade, Regiment, Division, Kampfgruppe & Corps sized formations). Moderate to high complexity - highly recommended! **\$14.00**

### WORLD WAR TWO

## HARPOON

### HARPOON

Naval wargame rules that pit individual ships and a deadly entourage of support weapons in fierce tactical combat. This boxed set features a 48-page rule book, the 144 page **Data Annex 1990-91** book (see below for details), a 16 page scenario book, two reference cards and 168 counters (if you don't feel like purchasing miniatures). The mechanics are very comprehensive, and thus allow for a realistic interpretation of contemporary or near-future water-borne conflicts. Incorporates devastating air power and sophisticated electronics with a huge variety of surface vessels and submarines. However, be warned that these rules require extensive book-keeping (damage allocation, ammunition expenditure, fuel, etc). **\$50.00**

### MODERN

#### BATTLES OF THE 3RD WORLD WAR

Contains 14 scenarios depicting possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR collide headlong in a battle for Europe's vital supply-lanes. With new **Harpoon** rules, 'secret' weapons, plus essays on maritime strategy. 48-pages. **\$18.00**

#### SHIP FORMS

Provides detailed **Harpoon** record sheets for individual major vessels or common ship-classes in the NATO (12 entries) and USSR (13 entries) fleets. These stat-sheets feature all necessary game data. Includes 9 common aircraft types & 4 helicopters, plus a scenario-generation system - 56 pages. **\$18.00**

#### SUB FORMS

Like **Ship Forms**, this 48 page supplement is designed to make playing **Harpoon** easier and faster. It features 38 ready-to-play and very detailed submarine data-sheets, representing vessels from seven countries. **\$18.00**

#### ASW FORMS

This product contains comprehensive and up-to-date **Harpoon** data-sheets for 32 Anti-Submarine Warfare vessels and aircraft from around the globe, plus an ASW scenario-generation system. **\$18.00**

#### DATA ANNEX 1990-91

The key to **Harpoon's** popularity is its authoritative Data Annex - filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles, and electronics. This is a 144 page supplement that details the world's fleets, up to and including newly commissioned or near-future vessels and on-board systems. Also features new aircraft endurance rules. **\$22.00**

#### THE SOUTH ATLANTIC WAR

Covers the Falkland's war, with scenarios for both **Harpoon** and **Combined Arms**. All the necessary information is provided - maps, OB's & ship status sheets. Due Oct. **\$25.00**

## JOHNNY REB

### JOHNNY REB 2nd Ed.

### U.S. CIVIL WAR

One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental sized formations. Players can participate in massive Corps-level engagements, or smaller skirmishes if time is limited. This detailed production includes an 86-page rulebook (well illustrated with diagrams), an 11-page booklet of scenarios, two A3 quick-reference charts and 300 cardboard counters (representing leaders, infantry units, cavalry & artillery). **Johnny Reb** is certainly the most comprehensive yet playable set of Civil War rules available. **\$50.00**

#### TO THE SOUND OF THE GUNS

A very detailed historic supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. **\$18.00**

## NAPOLEON'S BATTLES

### NAPOLEON'S BATTLES

### HISTORIC

Rules for large scale grand-tactical land warfare (1792-1815), preferably using 15mm miniatures. Features unique mechanics that stress Command-Control and constant player interaction. One figure represents 120 infantry or 80 cavalry, with 1 artillery base per battery - units are employed at regimental or brigade strength. Every turn equals 30 minutes, and one on-board inch is interpreted as 100 yards of real terrain. The boxed set includes an introduction to miniatures gaming (32 pages), a scenario book with 8 battles and a DYO section (48 pages), a rulebook with 3 complexity levels (36 pages), various reference cards & templates, and 186 counters. Game data is provided for over 350 historic unit types, with over 800 leaders rated for their abilities (or lack thereof!). By AH. **\$55.00**

#### NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata, more details on DYO battles, plus some optional mechanics (terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pgs. **\$27.00**



## PANZERFAUST - ARMORED FIST

### PANZERFAUST

### WORLD WAR TWO

The second edition rules will feature extensive changes to the format & quality of the production, with many new mechanics plus an updated vehicle/weapon annex (but which will retain the 12 nationality 1934-'45 Army listing). For 1/76th or 1/300th scale battles. Comprehensive detail, yet very playable. **TBA**

### FOR THE MOTHERLAND

A miniatures campaign supplement that recreates Operation Barbarossa in its grueling entirety - from the ferocious German blitzkrieg invasion against a stunned defense, to Russia's savage destruction of an exhausted & desperate Reich. **TBA**

## PHOENIX COMMAND

### PHOENIX COMMAND

### GENERIC

The second edition version of this quick-playing and extremely realistic small-arms combat system. Any number of players can participate in exciting man-to-man melee-level scenarios of modern combat - from anti-terrorist raids by Special Forces, to post-holocaust encounters. Very highly recommended by reviewers. Includes basic, advanced & optional rules plus a character generation system and hard data on a comprehensive selection of contemporary weapon-systems (pistols, SLRs, LMGs, grenades, shotguns, et al). 90 pages. **\$30.00**

### HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page guide to futuristic weaponry (such as Sliver, Flechette & Laser munitions) and personal body armor (flex, power, ect.). Includes data on caseless ammo, mines, launchers et al. An ideal companion to the *Cyberpunk* genre games. **\$18.00**

### ADVANCED RULES

Includes mechanics for blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, optical scopes, and more! Plus RPG-related rules for skills, training & experience. More mayhem than you can poke a stick at! **\$18.00**

### HAND-TO-HAND COMBAT SYSTEM

No mucking-about here kids, straight into the real messy stuff! 47-pages of real 'hands-on' violence - from whips & swords to baseball bats & chainsaws! This product includes character generation, medicinal mechanics, etc. Real family fun! **\$20.00**

### WORLD WAR II WEAPON DATA SUPPLEMENT

Complete gaming data for over 80 small-arms (pistols, HMGs, SMGs, explosives, rocket launchers, et al) from Italy, France, Germany, Russia, America, Britain, and Japan. An ideal supplement for squad-level WW2 miniatures games. **\$18.00**

### WILD WEST WEAPON DATA SUPPLEMENT

Features 48 of the most popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic 'western-shootout' kinda stuff. Go Duke! **\$15.00**

### SPECIAL WEAPONS DATA SUPPLEMENT

Contains all the necessary rules & data for a wide variety of unusual weapons, like riot control gear, flamethrowers, mini-guns, claymores, modern bows, silencers (plus other Special Forces gear) & garrotes. 32-pages of more family fun. **\$18.00**

### CIVILIAN WEAPON DATA SUPPLEMENT

Details on over 80 weapons available (in the U.S.) for civilian use (I can't see many people wanting to play out a McDonald's massacre!) or police operations. What you get is a comprehensive listing of modern pistols, rifles, shotguns, etc. **\$18.00**

### ARTILLERY SYSTEM

For those who think that rifles don't make enough mess, or that combat shotguns are only messy at ranges too close to contemplate - here's some heavy hardware that's guaranteed to turn every target into instant fertiliser! **TBA**

### MECHANISED COMBAT SYSTEM

I suppose the theory with this one is that if you can't hit the buggers, then run 'em down with a bloody great tank or something. Regardless of the actual application for this supplement, if it's as good as the rest then it's worth buying! **TBA**

### PHOENIX COMMAND APPLICATIONS

*Phoenix Command* can be employed as a detailed set of man-to-man wargame rules for miniatures, or a realistic alternative combat system for most modern or near-future RPGs (such as *RECON*, *TOP SECRET*, *CYBERPUNK*, etc).

## RULES ACCORDING TO RAL

### CHAOS WARS

### FANTASY

These are fantasy wargaming rules specifically designed for use with the *Ral Partha* range of 25mm miniatures. The game mechanics are structured for ease of play, and are flexible enough for both two player skirmishes or large, multi-player mass confrontations. One figure represent one being or creature - but troops must fight in formation to be effective - except for leaders, heroes, wizards, and monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 blank character cards, and 5 special miniatures (with full game stats). Quite recommended - the rules allow for quick turn resolution without compromising its basic fantasy character. Plenty of magical combat and fierce monsters tearing everything they see limb from limb! **\$27.00**

## SPACE 1889

### SOLDIER'S COMPANION

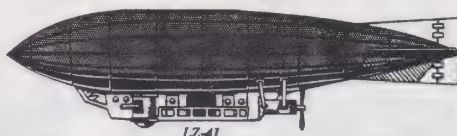
### SCIENCE FICTION

An unusual, but effective, set of miniatures rules that meld science fiction imagery with the colonial adventurism of the Victorian era! Basically this is a good, solid set of 19th century colonial rules: however, the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyros, just to name a few. Also includes complete Army Lists for the major combatants of Earth, Mars, Venus and Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery. **SOLDIER'S COMPANION** is a 192 page book liberally illustrated with line drawings & photographs. **\$20.00\***

\* Special price

### IRONCLADS AND ETHER FLYERS

Aggressive nations contest for domination of the world's oceans. With these detailed aeronaval combat rules players engage in games of military posturing & strategic positioning in the unstable period before the Great War. The fate of entire countries rests on the strength and leadership of their fleets - armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like, clash in furious battles of attrition. This 108 page book features extensive 'period' mechanics, a multitude of special weapons & weapon platforms, ship forms, 9 scenarios (including "Defense of Melbourne"), campaign rules, 6 campaign games, a ship design system, and comprehensive vessel lists for 29 nations. Fully compatible with **SOLDIER'S COMPANION**. Great! **\$27.00**



## SPACE MARINE

### SPACE MARINE

### SCIENCE FICTION

Set in the *Warhammer 40,000* universe, *Space Marine* is a game of infantry based combat in a brooding, gothic universe where a techno-religious Imperium fights an array of fantasmagoric races and the dread spectre of Chaos! The ever expanding range of *Citadel* 1/300th scale miniatures used with these rules reflect a fusion of classic science-fiction elements and the tortured, draconian future that is *Space Marine's* background. This boxed set includes a well-illustrated 64 page rulebook, 48 plastic vehicles, 320 plastic infantry (with 64 squad-sized bases), various hard-board templates & markers, 14 colour cardboard buildings, and several game aids. Although not a complex simulation - the richness of *Space Marine's* theme setting, and the adaptation of standard 'pulp sci-fi' style weapons has produced a very entertaining game. Recommended. **\$90.00**

### CODIX TITANICUS

Expansion rules for *Space Marine* - contains the 60 page Titan rulebook in *Adeptus Titanicus* (obviously very useful for those who have only purchased the *Space Marine* game), a 92 page rules supplement (with advanced mechanics for damage, close combat, ect. - plus new Titans & infantry support weapons for Imperial, Eldar & Ork forces), includes heaps of sturdy reference sheets, charts, colour counters, templates, ect. **\$54.00**

## STAR WARS

### STAR WARS

### SCIENCE FICTION

This product is due to be printed in early 1991, thus far the only pre-release information we have is this: "Everything needed to fight the heroic land battles featured in the movies or ones of your own design. Compatible with the roleplaying game!" We can thus surmise that, just like in the films, the Imperium's elite infantry arm - the Stormtroopers, will suddenly become wildly inaccurate marksmen when confronted by any Rebel Hero - or suffer a particularly severe bout of 'Keystone Cops' style clumsiness when attacked by cute bipedal furry forest critters! P.S. - Yoda is really a Muppet with a silly voice, and as such will have no practical use in the game. For use with *Grenadier's* range of miniatures. **TBA**

## WARHAMMER FANTASY BATTLES

### WARHAMMER

### FANTASY

Third edition 278 page hardcover book. These are the most popular wargame rules covering fantasy warfare available. The mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial battles, heroes, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types and much, much more! Wonderfully illustrated throughout, the book contains a wealth of background material. Units are allocated to specific regiments, with morale & combat efficiency being directly tied to the whole formation - heroes, magic users, fearsome beasts, special weapons, and other such elements are used as potent auxiliaries. Includes a sample scenario, plus 24 pages of perforated player-aids & charts. This product is designed to be used in conjunction with *Citadel's* superb range of 25mm miniatures. **\$60.00**

### WARHAMMER SIEGE

A 140 page hardbound book. Features rules concerned with fortress assaults and castle defense. This is a comprehensive supplement for both *Warhammer 40000* and *Warhammer Fantasy Battles Rules*. The mechanics cover everything from *Citadel* construction & structural strength to details on an array of siege machines, army supplies, tactical magic and flying critters. With many illustrations & colour photographs, plus templates, 690 markers, and several scenarios. **\$60.00**

### REALM OF CHAOS Vol. 1

Also for use with *Warhammer 40000*, this hardcover book offers new rules for dark magic, Daemonic weapons, and Chaos attributes! Plus lots of background information on Chaotic organisations, evil cults and Army Lists. Features the usual plethora of illustrations and colour photographs. "For Mature Gamers" says the blurb on the box, no doubt this helps boost their sales to the younger players! 282 pages of gothic-horror splatter frenzy. **\$60.00**

### REALM OF CHAOS Vol. 2

At this point in time (this was written ages ago folks!) this product is STILL not distributed in Oz. No doubt it contains information on more gruesome cults, obscene beasts, and violent powers. I've only left this description in 'cause it uses up some space - I don't think the bloody thing will ever get released! **TBA**

### WARHAMMER ARMIES

This 162 page hardback book presents a huge array of complete army lists (with revised army-record cards), with everything from Dark Elves and Pygmies, to mercenaries and Goblins. Also features supplementary rules for combat, special troops, magic, magic items, and more monsters. All troop-types are illustrated, and hundreds of shield & banner designs are included for gung-ho figure painters. **\$60.00**

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## WARHAMMER 40,000

### WARHAMMER 40K

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See *Warhammer Fantasy Battle Rules* for more products.



# MINIATURES

## RAL PARTHA

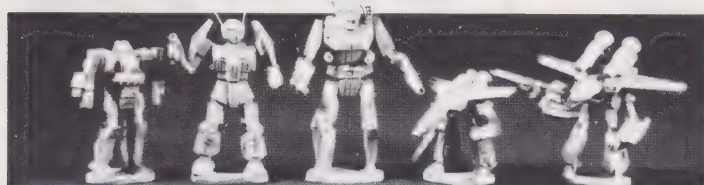
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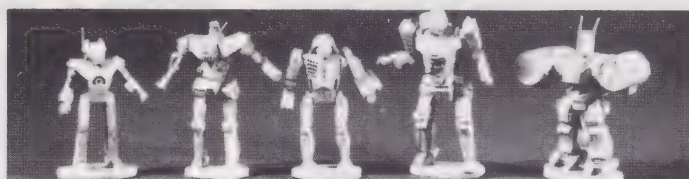
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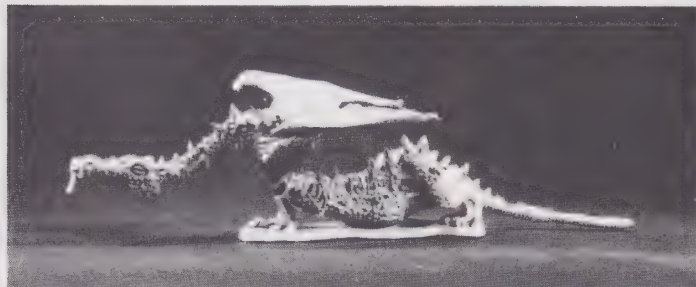
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<b>RAL02959</b>	<b>Female Adventurers (3)</b>	<b>\$10.00</b>
RAL02960	Hobgoblin Boar Riders (4)	\$12.00
<b>RAL02961</b>	<b>Goatmen Warriors (4)</b>	<b>\$12.00</b>
RAL02962	Cockatrice (1)	\$3.50
<b>RAL02963</b>	<b>Female Magic Users (3)</b>	<b>\$12.00</b>
RAL02964	Hippogriff	\$9.00
<b>RAL02965</b>	<b>Mounted Spectre</b>	<b>\$11.00</b>

RAL02966	Half-Elf Adventurer - mounted & foot	\$11.00
<b>RAL99017</b>	<b>Lesser Animals</b>	<b>\$13.00</b>
(fox, boar, bobcat, badger, wolf, snake & buck deer)		

## VARIOUS BOXED SETS

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<b>RAL01083</b>	<b>War Dragon with Rider</b>	<b>\$20.00</b>
RAL01084	Evil Lord on Litter	\$20.00
<b>RAL01094</b>	<b>Golden Dragon</b>	<b>\$35.00</b>
RAL01127	The Black Prince's Chariot of Fear	\$30.00
<b>RAL02020</b>	<b>Elf War Chariot (with 2 crew)</b>	<b>\$30.00</b>
RAL02078	Chaos War Machine	\$40.00
<b>RAL10200</b>	<b>Ninja (6)</b>	<b>\$18.00</b>
RAL10210	Guardian Dragon (2-headed)	\$22.50
<b>RAL10211</b>	<b>Silver Dragon</b>	<b>\$22.50</b>
RAL10212	Rogon: the Balrog Dragon with whip	\$22.50
<b>RAL10302</b>	<b>Best of Ral Partha - Elven mix (10)</b>	<b>\$22.50</b>
RAL10303	Best of Ral Partha - Children of the Night	\$22.50
<b>RAL10304</b>	<b>Dungeon Fiends (10)</b>	<b>\$22.50</b>
RAL10305	Adventure Fellowship (10)	\$22.50
<b>RAL10306</b>	<b>Fantasy Champions (10)</b>	<b>\$22.50</b>
RAL10308	High Chivalry (9)	\$22.50
<b>RAL10309</b>	<b>Skeletal Legions of the Liche King (9)</b>	<b>\$22.50</b>
RAL10410	Bear Chariot of the Iceclads	\$35.00
<b>RAL10411</b>	<b>Wasteland (Lizard) Riders (3)</b>	<b>\$35.00</b>
RAL10412	Ral - Lord of Balrogs with sword/whip	\$35.00
<b>RAL10414</b>	<b>Warlords (10)</b>	<b>\$22.50</b>
RAL10415	Necromancer's Throne of Bone	\$45.00
<b>RAL10416</b>	<b>Duelling Dragons</b>	<b>\$45.00</b>
RAL10417	Giant Hydra	\$35.00
<b>RAL10418</b>	<b>Griffin Chariot</b>	<b>\$45.00</b>
RAL13100	Giant War Eagle with rider	\$35.00
<b>RALFA300</b>	<b>Adventure Encounter Set (11)</b>	<b>\$22.50</b>
RALTF300	The Defenders of Law (10)	\$22.50
<b>RALTF301</b>	<b>The Chaotic Band (10)</b>	<b>\$22.50</b>
RALTF302	Warriors of the World (10)	\$22.50
<b>RAL98002</b>	<b>Adventurers (8)</b>	<b>\$18.00</b>
RAL98006	Dungeon Party (8)	\$18.00
<b>RAL98009</b>	<b>Witch's Lair (8 bits)</b>	<b>\$18.00</b>
RAL98013	Females Adventurers (8)	\$18.00
<b>RAL98014</b>	<b>Wizard's Room (8 bits)</b>	<b>\$18.00</b>

## RAL PARTHA IMPORTS

Blister Packs: each with one figure unless stated otherwise.		
<b>RAL13002</b>	<b>Hill Giant with club</b>	<b>\$11.00</b>
RAL13003	Trolls (2)	\$11.00



<b>RAL13017</b>	<b>Giant in Mail Armor with club</b>	<b>\$11.00</b>
RAL13020	Giant Cyclops	\$11.00
<b>RAL13033</b>	<b>Wurm (1)</b>	<b>\$16.00</b>
RAL13039	Japanese Ogre with naginata	\$11.00
<b>RAL31002</b>	<b>Wraith Rider on Winged Mount</b>	<b>\$11.00</b>
RAL31004	Ghoul with severed hand	\$3.50
<b>RAL31005</b>	<b>Minotaur with axe</b>	<b>\$4.50</b>
RAL31010	Mind Slayer	\$3.50
<b>RAL31011</b>	<b>Bruise Brothers with axe &amp; club (2)</b>	<b>\$9.00</b>
RAL31012	Armored Giant Half-Troll Champion	\$11.00
<b>RAL31013</b>	<b>Chaotic Monk with mace</b>	<b>\$3.50</b>
RAL31014	Carak - Evil Prince with sword	\$3.50
<b>RAL31016</b>	<b>Druid with sword &amp; Bear (2)</b>	<b>\$7.00</b>
RAL31019	Horned Cyclops	\$7.00
<b>RAL31026</b>	<b>Wyvern (due Nov.)</b>	<b>\$10.00</b>
RAL31027	Unicorn (due Nov.)	\$4.00
<b>RAL31028</b>	<b>Armored Cloud Giant (due Nov.)</b>	<b>\$12.00</b>
RAL31029	Armored Ogres of Doom (2 - due Nov.)	\$11.00
<b>RAL31030</b>	<b>Huntress with Hunting Dragon (due Nov.)</b>	<b>\$11.00</b>
RAL32009	Seven Magic Items	\$5.50
<b>RAL32010</b>	<b>Eight Treasure Items</b>	<b>\$5.50</b>

## FANTASY ADVENTURERS SERIES

Note: some of the early FA series aren't of superior quality

<b>RALFA12</b>	<b>Ninja Assassin with sword</b>	<b>\$3.50</b>
RALFA14	Elven Hero with sword & shield	\$3.50
<b>RALFA16</b>	<b>Female Magic User with dagger &amp; staff</b>	<b>\$3.50</b>
RALFA18	Female Cleric with mace & shield	\$3.50
<b>RALFA19</b>	<b>Female Fighter with sword &amp; shield</b>	<b>\$3.50</b>
RALFA20	Houri with dagger (and little else!)	\$3.50
<b>RALFA21</b>	<b>Evil Wizard with serpent staff</b>	<b>\$3.50</b>
RALFA22	Evil Cleric with mace & shield	\$3.50
<b>RALFA24</b>	<b>Anti-Hero with sword &amp; shield</b>	<b>\$3.50</b>
RALFA25	Necromancer with sword & mace	\$3.50
<b>RALFA26</b>	<b>Fighter in Chainmail with sword &amp; shield</b>	<b>\$3.50</b>
RALFA27	Amazon with sword & shield	\$3.50
<b>RALFA30</b>	<b>Female Ranger with bow</b>	<b>\$3.50</b>
RALFA31	Paladin in Chainmail with sword & shield	\$3.50
<b>RALFA34</b>	<b>Gnome Warrior-Thief with axe &amp; shield</b>	<b>\$3.50</b>
RALFA37	Questing Ranger with torch & sword	\$3.50
<b>RALFA41</b>	<b>Adventuring Ranger with longbow &amp; sword</b>	<b>\$3.50</b>
RALFA42	Female Paladin in Plate with mace/shield	\$3.50
<b>RALFA43</b>	<b>Barbarian Heroine with sword</b>	<b>\$3.50</b>
RALFA44	Fighting Bard with sword	\$3.50
<b>RALFA45</b>	<b>Monk in Dungeon Apparel with staff</b>	<b>\$3.50</b>
RALFA46	Warrior in Dungeon Apparel with sword	\$3.50
<b>RALFA47</b>	<b>Sorceress in Dungeon Attire</b>	<b>\$3.50</b>
RALFA48	Swashbuckler Thief with two swords	\$3.50
<b>RALFA50</b>	<b>Thief in Ambush with bow &amp; longsword</b>	<b>\$3.50</b>
RALFA51	Female Duellist with two swords	\$3.50
<b>RALFA52</b>	<b>Male Duellist with two swords</b>	<b>\$3.50</b>
RALFA53	Torquemanda - Chaos Conqueror	\$3.50
<b>RALFA54</b>	<b>Zora - Gypsy Swordwoman</b>	<b>\$3.50</b>
RALFA55	Bran Mac - King of the Picts with sword	\$3.50
<b>RALFA56</b>	<b>Bal - Lord High Executioner with polearm</b>	<b>\$3.50</b>
RALFA57	Belinda - Knight of Light with sword	\$3.50
<b>RALFA58</b>	<b>Darlene - Warrior of Light with sword</b>	<b>\$3.50</b>
RALFA59	Melorian - Radiant Adventuress	\$3.50
<b>RALFA65</b>	<b>Chaotic Barbarian (Attila)</b>	<b>\$3.50</b>
RALFA66	Hercules with shortsword	\$3.50
<b>RALFA67</b>	<b>Heroic Wizard (Magnus) with staff</b>	<b>\$3.50</b>
RALFA68	Queen of Evil with sword & dagger	\$3.50
<b>RALFA69</b>	<b>Jungle Lord with bow &amp; spear</b>	<b>\$3.50</b>
RALFA70	Gallinir - Elven Knight with sword & shield	\$3.50
<b>RALFA71</b>	<b>Obess - Rotund Warrior with axe</b>	<b>\$3.50</b>
RALFA72	Shokmeister - Dwarf Stormtrooper	\$3.50
<b>RALFA73</b>	<b>Roeg - Barbarian Prince of Thieves</b>	<b>\$3.50</b>

## WEIRD FANTASY RANGE

<b>RALWF01</b>	<b>Kindly Old Wizard with flowers &amp; mace</b>	<b>\$3.50</b>
RALWF02	Aerial Servant with pizza	\$3.50
<b>RALWF03</b>	<b>Complete Adventurer with everything!</b>	<b>\$3.50</b>
RALWF04	Spaced-out Druid	\$3.50
<b>RALWF05</b>	<b>Dwarf with Inferiority Complex (on stilts)</b>	<b>\$3.50</b>
RALWF06	The Grateful Undead - skeleton band (4)	\$12.00
<b>RALWF07</b>	<b>Samurai Night Fever</b>	<b>\$3.50</b>
RALWF11	Dwarf with No Name (& crossbow)	\$3.50
<b>RALWF12</b>	<b>Garg-Sis-Tot All American Giant</b>	<b>\$12.00</b>
RALWF13	Cowardly Paladin & Squire (2)	\$7.00
<b>RALWF14</b>	<b>Zoid - the Barbarian Pinhead</b>	<b>\$4.50</b>
RALWF15	Rumblunder - Complete Warrior	\$3.50
<b>RALWF16</b>	<b>King of the Bards with guitar</b>	<b>\$3.50</b>
RALWF17	Boom Bunny with carrot shield!	\$3.50
<b>RALWF18</b>	<b>Texas Bob the Ogre</b>	<b>\$5.00</b>
RALWF19	Reynard the Rogue - Vulpine Knight	\$3.50
<b>RALWF20</b>	<b>Groan of the Spare Katana (?)</b>	<b>\$3.50</b>

Please give **SECOND CHOICES** when ordering

## RUNEQUEST SERIES

Blister Packs: Each with 3 figures unless stated otherwise.		
<b>RAL18001</b>	<b>Shaman</b>	<b>\$8.50</b>
RAL18002	Broo - with assorted heads	\$8.50
<b>RAL18003</b>	<b>Fachan with sword or ball &amp; chain (1)</b>	<b>\$6.00</b>
RAL18004	Spirits & Ghosts	\$8.50
<b>RAL18005</b>	<b>Headhanger - with assorted heads (1)</b>	<b>\$10.00</b>
RAL18006	Lunar Troopers	\$8.50
<b>RAL18007</b>	<b>Wym (1)</b>	<b>\$10.00</b>
RAL18008	Orlanth Cultists	\$8.50

**RAL18004**  
Spirits  
& Ghosts

**RAL18005**  
Headhanger



## BUSHIDO SERIES

CHARACTER Blister Packs: each with 3 figures.

RAL53901	Samurai & Ronin	\$10.00
RAL53902	Samurai Bushi	\$10.00
RAL53903	Ninja	\$10.00
RAL53904	Budoka & Yakuza	\$10.00
RAL53905	Oriental Female Adventurers	\$10.00
RAL53906	Gakusho & Shugenja Magicians	\$10.00
RAL53913	Armored Ninja	\$10.00
RAL53914	Ninja with gimmick weapons	\$10.00
RAL53915	Armored Samurai with sword & bow	\$10.00
RAL53916	Samurai Adventurers	\$10.00

MONSTER Blister Packs

RAL53907	Tengu (birdmen) with swords (3)	\$10.00
RAL53908	Oni Demons with sword & halberd (2)	\$10.00
RAL53909	Kappa (3 beastmen)	\$10.00
RAL53910	Armored Shikome (3 drow)	\$8.00
RAL53911	Dai-Bakemono (1 ogre)	\$11.00
RAL53912	Dai-Oni (giant) with various weapons (1)	\$10.00
RAL53917	Tatsu Dragon (1)	\$16.00
RAL53918	Giant Mukade Centipede (1)	\$12.00

## COLLECTOR'S SERIES

BOXED SETS

RAL10419	Armoured Dragon with rider	\$35.00
RAL10450	The Antagonist	\$55.00

(Features an evil Warlord astride a mighty Black Dragon, attacking a Sorceress and her Pegasus mount - see photo below.)

RAL10451	The Bridge of Sorrows	TBA
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(Contains a bridge setting, upon which stand an armoured Centaur knight and a spell-casting Mage. Before them hovers a huge evil Dragon who has a princess dangling precariously from one of its claws. From the cover design of Dragon magazine #92.)



## MITHRIL

MITHRIL is a subsidiary of Prince August miniatures, the renown Irish company. The list below is THE authentic range of 'Lord of the Rings' and 'The Hobbit' personalities and creatures. Each figure is crafted with superb anatomical detail, as well as being finished with a fine grey undercoat - ready for painting! MITHRIL also use the same exaggerated 25mm scale as Citadel.

## MIDDLE EARTH

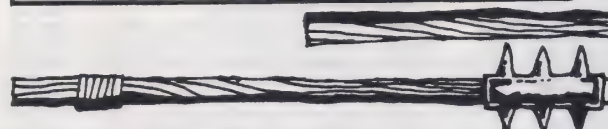
Blister Packs: each containing one 25mm metal figure.  
NOTE: Unfortunately MMM1-61 & MMM73-82 have been discontinued - prices for remaining stock have been reduced.

### THE RACES OF MIDDLE EARTH

MMM3	Witch King of Angmar - Mounted	\$5.00
MMM4	Mounted Rider of Rohan	\$5.00
MMM8	Dunlending Chieftain	\$2.50
MMM9	Dunlending Warrior	\$2.50
MMM11	Sindarin Elf Mage	\$3.00
MMM14	Arthedain Captain	\$2.50
MMM15	Northman Scout	\$2.50
MMM17	Sagath Warrior	\$2.50
MMM18	Sagath Animist	\$3.00
MMM21	Hithaeglir Orc Warrior	\$2.50
MMM23	Large Stone Troll	\$6.00
MMM25	Large Warg (Wolf)	\$3.00



M164 Dain Ironfoot & Azog



### THE RIDERS OF ROHAN

MMM26	Eothraim Prince (Huithyn) - Mounted	\$5.00
MMM27	Theoden - King of the Mark	\$2.50
MMM28	Mounted Rohir Warrior with Lance	\$6.00
MMM29	Mounted Rohir Archer	\$5.00
MMM30	Mounted Rohir Standard-bearer	\$5.00
MMM31	Mounted Rohir Officer	\$5.00

### HALLS OF THE ELVEN KING

MMM66	Galion the Butler	\$3.50
MMM67	High Captain of Aradhynd with sword	\$3.30
MMM68	Royal Guardsmen with spear	\$3.50
MMM69	Silvan Seer with Crystal Ball	\$3.50
MMM72	Silvan Tracker with spear	\$3.50

### FAR HARAD

MMM74	Caravan Guard with spear & shield	\$2.50
MMM81	Adventurer in Desert Garb	\$3.00
MMM82	Master of the Tama with dagger & scroll	\$3.00

### MIRKWOOD I

MMM83	Smeagol & Deagol in rowboat	\$11.00
MMM84	Radagast the Wizard with cat & bird!	\$3.50
MMM85	Beron - as Man with axe	\$3.50
MMM86	Beorn as Bear	\$7.50
MMM87	Beorn's Animals (servant dogs!)	\$7.50
MMM88	Beorning Fighter with axe	\$3.50
MMM89	Beorning Lord	\$3.50
MMM90	Two Woodmen (axe & box)	\$7.00
MMM91	Woodman Elder	\$3.50
MMM92	Woodman Animist	\$3.50

### MOUNT GUNDABAD

MMM93	Zalg the Goblin King in full battle armour	\$7.00
MMM94	Urak-Hai Royal Guardsmen (2)	\$7.00
MMM95	Saviaga - the King's Consort	\$3.50
MMM96	Akargin the Warlock with staff	\$3.50
MMM97	Uruk-Hai Imps (3)	\$7.00
MMM98	Orcish Soldiers (2)	\$7.00
MMM99	Karagat the High Priest with bound virgin	\$7.00
MMM100	Mannish Slaves (2)	\$7.00
MMM101	Orc Serfs with anvil (2)	\$7.00
MMM102	Braig the Insane with severed head	\$3.50

### MIRKWOOD 2

MMM103	Giant Spider (see MMM104)	\$9.00
MMM104	Bilbo with 2 Dwarf Spider Victims	\$7.00
MMM105	Huinen the Seer looking prophetic	\$3.50
MMM106	Arien - Elven Mage	\$3.50
MMM107	Lachglin the Animist with wand	\$3.50
MMM108	The Silent Shadow (attacking)	\$7.00
MMM109	Howling Werewolf	\$3.50
MMM110	Female Warrior with sword & shield	\$3.50
MMM111	Dwarvish Scout with axe & shield	\$3.50
MMM112	Northman Bard with sword & chain	\$3.50

### THE PRANCING PONY

MMM113	Strider, Frodo & Sam (Seated)	\$11.00
MMM114	Two Seated Cardplayers	\$9.00
MMM115	Serving Girl & Hobbit with trays/bottles	\$7.00
MMM116	Three Drinking Companions	\$9.00
MMM117	Two Seated Men, drinking	\$9.00
MMM118	Bill Ferny & Southern Spy	\$7.00
MMM119	Pot Boy with broom chasing Dog with pie	\$3.50
MMM120	Seated Lute Player with Singing Girl	\$7.00



M129 . Merry & Pippin

### ARMIES OF THE WITCH KING

MMM42	Mannish Captain on horseback	\$5.00
MMM43	Mannish Warrior with scimitar	\$2.00
MMM44	Mannish Warrior with spear	\$2.00
MMM46	Orc Archer	\$2.50
MMM47	Orc with Spear and shield	\$2.50
MMM48	Troll with Morning Star *	\$6.00
MMM49	Troll with Cleaver *	\$6.00
MMM50	Orc Attacking with scimitar and shield	\$2.50
MMM51	Wolf Rider with Horn and scimitar	\$5.50

\* superb miniatures, and very cheap!

### GANDALF & THE SHIRE FOLK

MMM53	Tom Bombadil	\$2.00
MMM54	Goldberry	\$2.00
MMM55	Bree Innkeeper with ale	\$2.00
MMM56	Bree Gatekeeper with spear & lantern	\$2.00
MMM57	Hobbit Travellers (2)	\$2.00
MMM58	Marcho & Blanco	\$2.00
MMM59	Female Hobbit with children (3)	\$2.00
MMM60	Hobbit Scout on Pony	\$2.50
MMM61	Hobbit Fighters (2)	\$2.50
MMM62	Smaug the Dragon *	\$40.00

\* Boxed set including Frodo & 3 treasures.



MMM121	Two Drunken Yobbois!	\$7.00
MMM122	Accessories - table, chairs & wares	\$11.00
Table, 2 chairs, 1 stool, 4 mugs, 4 plates & 2 candlesticks.		

### THE FELLOWSHIP

MMM123	Frodo & Sam in traveling poses	\$3.50
MMM124	Strider with raised sword	\$3.50
MMM125	Gandalf with sword & staff	\$3.50
MMM126	Legolas with bow	\$3.50
MMM127	Gimli with axe	\$3.50
MMM128	Boromir with sword & horn	\$3.50
MMM129	Merry & Pippin - trying to look useful	\$3.50

### LAKETOWN

MMM130	Laketown Longboat and 4 crew	\$15.00
MMM131	The Master of Laketown with sceptre	\$3.50
MMM132	Bard of Esgaroth with bow & sword	\$3.50
MMM133	Laketown Guard with spear, sword & shield	\$3.50
MMM134	Elven Raft with 2 crew	\$9.00
MMM135	Laketown Adventurer with sword & shield	\$3.50



M126 . Legolas

### PERSONALITIES OF THE 3rd AGE

MMM136	The Mirror of Galadriel	\$5.50
MMM137	Celeborn	\$3.50
MMM138	Saruman and the Palantir	\$5.50
MMM139	Aragorn and Arwen	\$7.00
MMM140	Great Eagle carrying Dori & Bilbo	\$9.50
MMM141	The Great Goblin	\$7.00
MMM142	Glorfindel	\$7.00
MMM143	Elrond and the Ring of Air	\$3.50
MMM144	Riddles in the Dark - Gollum & Bilbo	\$4.00

### GORGOROTH - PLAINS OF MORDOR

MMM145	The Mouth of Sauron (mounted)	\$9.00
MMM146	Mounted Nazgul	\$9.00
MMM147	Nazgul on foot with sword	\$3.50
MMM148	Olg-Hai Troll	\$9.00
MMM149	Half-Troll Commander with war mace	\$7.00
MMM150	Uruk	\$3.50
MMM151	Orcs of Mordor (2)	\$7.00
MMM152	Variag Horseman	\$9.00
MMM153	Haradan Captain with scimitar & shield	\$3.50
MMM154	Haradan Infantry (2)	\$7.00

### DURIN'S FOLK

MMM155	Thorin Oakenshield	TBA
MMM156	Thrain - Dwarf King	TBA
MMM157	Dwarven Royal Guard (2)	TBA
MMM158	Dwarven Craftsmen (2)	TBA
MMM159	Dwarven Infantry (2)	TBA
MMM160	Dwarven Alchemist	TBA
MMM161	Dis - Dwarf Maiden	TBA
MMM162	Dwarf Adventurer on Pony	TBA
MMM163	Dwarf Adventurer	TBA
MMM164	Dain Ironfoot & Azog arguing vehemently!	TBA



M147 Nazgul on foot

## FASA

FASA offers a quality range of miniatures to complement their STAR TREK Combat Simulator. This series is manufactured by Rafm, a Canadian based company. Please note that stocks may be low, and that re-orders are via surface freight only - it is advisable that all customers who purchase any of the items below also provide a selection of second choices!

### STAR TREK

Blister Packs containing one 1/390th scale metal ship.

FAS2502	USS Reliant Cruiser	\$10.00
FAS2503	Klingon D-7 Battlecruiser	\$11.00
FAS2505	USS Enterprise (Old)	\$10.00
FAS2507	USS Larson Destroyer	\$10.00
FAS2509	Klingon D-18 Destroyer	\$10.00
FAS2510	Klingon K-23 Escort	\$10.00
FAS2513	Klingon L-9 Frigate	\$10.00
FAS2515	Romulan Winged Defender	\$10.00
FAS2516	USS Chandley Frigate	\$11.00
FAS2517	USS Excelsior Battleship	\$20.00
FAS2518	Klingon L-42 Bird of Prey	\$11.00
FAS2524	Romulan Gallant Wing	\$10.00
FAS2526	USS Baker Destroyer	\$10.00
FAS2527	Romulan Nova Battleship	\$25.00
FAS2528	Romulan Bright One (2)	\$10.00
FAS2529	Klingon L-24 Battleship	\$25.00
FAS2530	Klingon D-2 Missile Ship	\$10.00
FAS2532	USS Northampton Cruiser	\$10.00
FAS2533	USS Remora Escort	\$10.00
FAS2534	USS Andor Missile Cruiser	\$10.00

When ordering any miniatures don't forget to give **SECOND CHOICES!**

## CITADEL

CITADEL is one of the most popular fantasy and science fiction miniatures manufacturers to date. This English company, with their exaggerated 25mm scale, have consistently produced figures of great character & animation. They also pioneered the use of plastics with their figures, mainly for bases & shields. Unfortunately re-stocks are slow and usually inadequate, so please include second choices!

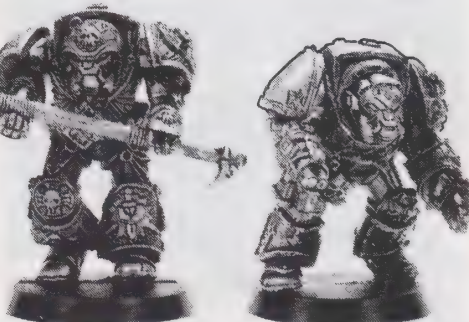
### WARHAMMER 40,000

CITADEL has changed their code structure - a number of single entries listed below encompass several of the older packs - for example CI71533 'Eldar Equipment' includes Eldar Jet Bikes and Field Artillery.

The number of miniatures per pack is in parenthesis.

### IMPERIAL FORCES

CI 6095	Marine Chapter Decals (10 sets)	\$12.00
CI70119	Assault Marines (3)	\$15.00
CI70121	Space Marines (3)	\$15.00
CI70133	Specialist Marines (3)	\$14.00
CI70145	Marine Heroes (3)	\$15.00
CI70158	Marine Armour Variant (3)	\$14.00
CI70160	Marines on Bikes (1)	\$17.00
CI70164	Marine Dreadnought or Robot (1)	\$20.00
CI70204	Terminators (2)	\$20.00
CI70243	Grey Knight Terminators (2)	\$18.00



CI72021	Imperial Guardsmen (5)	\$14.00
CI72033	Guardsmen & Penal Legion Troopers	\$14.00
CI72045	Imperial Guard Sentinel (1)	\$22.00
CI72058	Roughriders (4-5)	\$18.00
CI72060	Imperial Guards on Bikes (1)	\$14.00
CI72104	Imperial Guard Command Group (4)	\$14.00
CI72117	Forces of the Imperium (4-6)	\$14.00
CI72129	Imperial Guard Heavy Weapons (3)	\$14.00
CI72156	Imperial Guard Speeder (1)	\$25.00

### RENEGADE FORCES

CI70302	Khorne Renegades (3-4)	\$14.00
CI70315	Slaanesh Renegades (3-4)	\$14.00
CI70327	Renegade Heavy Weapons (3)	\$14.00
CI70341	Chaos Renegade on Horseback (2)	\$18.00
CI71085	Chaos Squats (4-5)	\$14.00



### SPACE ORK FORCES

CI70510	Space Orks (4-5)	\$14.00
CI70534	Ork Heavy Weapons (3)	\$14.00
CI70546	Ork Assault Vehicles (1)	\$35.00
CI70657	Ork Weirdboyz (1-3)	\$14.00
CI70559	Gretchin (5-6)	\$14.00
CI70620	Ork Oddboyz (3 Mek's or Painboyz)	\$15.00
CI70598	Ork Warbikes (1) or Cyboars (2)	\$18.00

### SQUATS

CI71007	Squat Warriors (4-5)	\$15.00
CI71010	Squats (5)	\$14.00
CI71022	Squat Heavy Weapons (3)	\$14.00
CI71034	Squats on Motorbikes (1-2)	\$18.00
CI71046	Guild Brothers (4-5)	\$14.00
CI71059	Guild Masters (4-5)	\$14.00
CI71105	Squat Adventurers (5)	\$14.00

### ELDAR

CI71519	Eldar (5)	\$15.00
CI71521	Eldar Dreadnought or War Walker/Spirit Warrior	\$22.00
CI71533	Eldar Equipment (1-3)	\$15.00
CI71560	Eldar Aspect Warriors (3)	\$15.00



### MISCELLANEOUS FORCES

CI72064	Ogryn (1)	\$14.00
CI72545	Zoats (1)	\$15.00
CI72557	Genestealers (4-5)	\$14.00
CI72583	Genestealer Patriarch on throne (1)	\$27.00
CI72596	Genestealer Patriarch with Familiars	\$14.00
CI72603	Genestealer Hunchback?	\$20.00

### ROGUE TRADER BOXED SETS

CIRTB1	Imperial Space Marines (30 plastics)	\$50.00
CIRTB2	Space Ork Raiders (17)	\$55.00
CIRTB3	Devastators (3 Heavy Weapons)	\$55.00
CIRTB5	Land Raiders (1 plastic APC)	\$33.00
CIRTB6	Eldar Harlequins (13)	\$60.00
CIRTB7	Imperial Guard (36 plastic fig.)	\$45.00
CIRTB8	Predator (1 plastic AFV)	\$30.00
CIRTB9	Terminator Squad (8)	\$60.00
CIRTB10	Space Dwarf Mercs (36 plastics)	\$45.00
CIRTB11	Space-Ork Battlewagon with crew	\$50.00

### SPACE MARINE EPIC SCALE

A great series of 1/300 <sup>TH</sup> scale miniatures.		
CI72701	Imperial Titans (1)	\$20.00





## CI72714 Imperial Armoured Vehicles \$15.00

A blister contains one of the following packs:  
 Robots & Dreadnoughts (9) Manticores - multi-missile platform (2)  
 Imperial Mole with launcher (1) Leeman Russ - standard MBT (3)  
 Gorgan - minelayer & minesweeper (3) Baneblade - super heavy tank  
 Termite mole with launcher (3) Vindicator - SP assault tank (3)  
 Droppod - support/assault/deathwind (2) Basalisk - SP macro cannon (2)  
 Bombard - tracked siege mortar (2) Shadowword - super heavy tank destroyer (1)  
 Whirlwind - missile support AFV (3) Predator - Rhino assault AFV (3)

## CI72789 Assorted Vehicles \$15.00

A blister contains one of the following packs:  
 Spleenrasha - Ork fast attack Cannon (3) Tempest - Eldar heavy grav tank (1)  
 Bonecrusher - Ork AFV with spiked roller (2) Big Ork Battlewagon (1)  
 Gutrippa - Ork AFV with metal claws (2) Braincrusher - Ork heavy assault gun (2)



CI72738	Eldar Titans (1)	\$20.00
CI72809	Knights (3) - human or Eldar	\$15.00
CIATB1	Battle Titans (6 plastic machines o' death!)	\$50.00
CIATB2	Ork Horde	\$40.00
CIATB3	Eldar Legion	\$40.00
CIATB4	Imperial Guard	\$40.00

Contains 150 Imperial guardsmen, 40 assault troops, 10 gunners, 10 commissars, 20 Ratling snipers, 30 Beastmen, 10 heavy weapons, 10 officers, 10 sentinels, 10 robots, 10 Ogryns, 20 Rough Riders & 20 bikers!

## REALM OF CHAOS

CI73103	Chaos Guardsmen Pack A	\$14.00
CI73116	Chaos Guardsmen Pack B	\$14.00
CI73130	Champions of Khorne (3)	\$14.00
CI73142	Champions of Slaanesh (3)	\$14.00
CI73179	Chaos knights (4)	\$18.00
CI73194	Chaos War Machines or Chariots (1)	\$18.00
CI73201	Warriors of Chaos (4-5)	\$15.00



## FANTASY BLISTER PACKS

### DA BOYZ!

CI74709	Orc Boyz (4-5)	\$15.00
CI74712	Arrer (Archer) Boyz (4-5)	\$15.00
CI74724	Big 'Uns (2)	\$14.00
CI74736	Gruntas 'n' Snortas (1)	\$13.00
CI74748	Savage Boyz (4-5)	\$14.00
CI74741	Chukkas (heavy weapons) or Dog Cart (1)	\$27.00
CI74763	Gobbos (5)	\$14.00
CI74775	Gobbos Stikas (5)	\$14.00
CI74787	Gobbo Wolfboyz (2)	\$15.00
CI74790	Giant Black Orcs (2)	\$14.00

### FIGHTERS & KNIGHTS



CI74004	Knights Panther	\$18.00
CI74017	High Helm Knights	\$18.00
CI74029	Knights Templar	\$18.00
CI74031	Imperial General's Retinue (4)	\$18.00
CI74043	Foot Knights	\$14.00
CI74045	Lords of Battle (3-4)	\$14.00
CI74056	Barbarians (5)	\$14.00
CI74068	Norsemen (5)	\$15.00
CI74070	Chevalier D'Honneur (4)	\$18.00
CI74082	Brettonian General's Retinue (4)	\$18.00
CI74102	Soldiers of the Empire (5-6)	\$14.00
CI74115	Rogues & Rangers (5-6)	\$14.00
CI74139	Ninja & Samurai	\$14.00
CI74141	Fantasy Adventurers	\$14.00

## DWARVES

CI74308	Dwarf Adventurers (5)	\$14.00
CI74311	Norse Dwarves (5)	\$14.00
CI74323	Dwarf Clansmen (5)	\$14.00
CI74335	Imperial Dwarves (5)	\$15.00
CI74362	Dwarf War Machines (1-2)	\$20.00

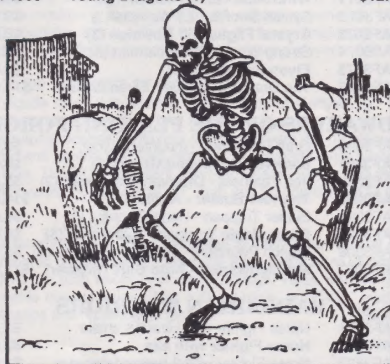
## ELVES

CI74200	Elven Cavalry (2)	\$18.00
CI74231	Wood Elves (5)	\$15.00
CI74237	Elven Wardancers (5)	\$14.00
CI74252	Dark Elves (5)	\$14.00

## MONSTERS



CI74406	Skaven (2-5)	\$15.00
CI74801	Giant Ogres (1)	\$12.00
CI74626	Minotaurs (1)	\$12.00
CI74638	Savage Minotaurs (1)	\$12.00
CI74640	Minotaur Lords (1)	\$12.00
CI74665	Young Dragons (1)	\$12.00



## UNDEAD

CI74503	Skeleton Warriors	\$15.00
CI74526	Armoured Skeletons	\$14.00
CI74530	Etherials	\$14.00
CI74542	Night Horrors	\$14.00
CI74565	Skeleton Cavalry (2)	\$14.00
CI74579	Zombies	\$14.00

## BLOOD BOWL

Blister Packs: with 5 miniatures, unless stated otherwise.

CI73309	Elves	\$15.00
CI73312	Orcs (4)	\$14.00
CI73324	Goblins	\$15.00
CI73336	Humans	\$15.00
CI73346	Dwarves	\$15.00
CI73351	Dark Elves	\$15.00
CI73363	Big Guys (1-2)	\$15.00
CI73375	Skaven	\$14.00
CI73387	Star Players (4-5)	\$15.00
CI73495	Chaos Team Members	\$14.00
CI734**	BB Teams *	each: \$48.00

\*(either Ork, Goblin, Human, Dwarf, Drow or Skaven)

## BOXED SETS

### GENERAL STOCK

CIBC1	Adventurer Starter Set	\$30.00
CIBC2	Monster Starter Set	\$30.00
CIBC6	Chaos Dwarves	\$28.00
CIBME2	Nazgul on Winged Beast	\$28.00

### MACHINERIES OF DESTRUCTION

CIMD1	Goblin King's Battle Chariot	\$27.00
CIMD2	Skull Crusher - Trebuchet	\$32.00
CIMD3	Lead Belcher - Goblin Organ Gun	\$32.00
CIMD4	Elf War Chariot	\$50.00
CIMD5	Man Mangler - Orc Mangonol	\$30.00

CIMD6	Goblin Battle Chariots (2)	\$45.00
CIMD7	Dwarf Onager - Gob Lobber	\$50.00
CIMD8	Skeleton War Machines	\$50.00
CIMD9	Goblin War Chariot	\$23.00

Please give **SECOND CHOICES**

## REGIMENTS OF RENOWN

CIRRD1	Bugman's Dwarf Rangers (17)	\$60.00
CIRRD2	Nightmare Legion (24 skeletons)	\$60.00
CIRRD3	Harborth's Orc Archers (17)	\$60.00
CIRRD4	Skarloc's Wood Elf Archers (17)	\$60.00
CIRRD5	Ruglud's Armoured Orcs (17)	\$60.00
CIRRD6	Ulthar's Imperial Dragon Company (19)	\$60.00
CIPBS3	Warhammer Regiments (60 plastic figs.)	\$50.00

Each set below contains 12 figure - including Leader, Hero, Standard Bearer and Musician!

\* (Contains 30 infantry, 8 cavalry & 1 commander's chariot.)

## SLOTTA BASES, ETC.

CISB1	20mm Square (20)	\$3.00
CISB2	25mm Square (20)	\$3.00
CISB4	25mmx50mm Horse (10)	\$3.00
CISB5	40mm Monster (5)	\$3.00
CISB6	Perspek Flying Stands (8)	\$3.00
CISB7	Round Bases (20?)	\$3.00

Please include a **SECOND CHOICE!**

## HOBBY PRODUCTS

HOBBY PRODUCTS are a West German company, also known for their METAL MAGIC miniatures. The figure scale is an exaggerated 25mm, with superb detailing and characterisation! We have selected their SPACE LORDS science fiction series for our mail order listing because the quality of this range is very high, and it is also immensely suitable for the WARHAMMER 40,000 universe.

## IMPERIAL FORCES

**BLISTER PACKS** - each with **ONE** figure. The number in parenthesis indicates the total number of variant poses available per title, ie: HOB3001 has 3 different figures to choose from.

### CYBERTECH SHOCK TROOPS

HOB3001	Cybertech Heavy with Autogun (3)	\$4.25
HOB3002	Cybertech Heavy with Laser (3)	\$4.25
HOB3003	Cybertech Heavy with HMG (3)	\$4.25
HOB3004	Cybertech Extra Heavy with Laser (3)	\$4.25
HOB3005	Cybertech Commanding Officer (2)	\$4.25
HOB3006	Cybertech with Grenade Launcher (3)	\$4.25
HOB3007	Cybertech with Rocket Launcher (3)	\$4.25
HOB3007A	Cybertech Gunner with Rocket Ammo	\$4.25
HOB3008	Cybertech Forward Observer (3)	\$4.25
HOB3009	Cybertech with Heavy Flamer (3)	\$4.25
HOB3010	Cybertech with MG Pistol (3)	\$4.24
HOB3091	Warhawk Support Platform (2)	\$13.50



### WARTECH ASSAULT INFANTRY

HOB3030	Wartech with Pistol (2)	\$3.25
HOB3031	Wartech with MG Pistol (3)	\$3.25
HOB3032	Wartech with Autogun (3)	\$3.25
HOB3033	Wartech with Laser Rifle (3)	\$3.25
HOB3034	Wartech with Heavy Laser (3)	\$3.25
HOB3035	Wartech with Heavy Flamer (3)	\$3.25
HOB3036	Wartech with HMG (3)	\$3.25
HOB3037	Wartech Commanding Officer (2)	\$3.25
HOB3038	Wartech Forward Observer (3)	\$3.25

### IMPERIAL ROBOTS

HOB3601S	Scavenger Class Warbot	\$13.50
HOB3601C	Conqueror Class Warbot	\$13.50
HOB3601H	Hercules Class Warbot	\$13.50
HOB3602	Behemoth Class Heavy Warbot	\$17.50



## PHAGON FORCES

**BLISTER PACKS** - each with **ONE** figure. The number in parenthesis indicates the total number of variant poses available per title, ie: HOB3221 has 3 different figures to choose from.

### PHAGON CLONE INFANTRY

HOB3221	Clone with Needle Rifle (3)	\$3.25
HOB3222	Clone with Heavy Needle Rifle (3)	\$3.25
HOB3223	Clone with Cone Needle Rifle (3)	\$3.25
HOB3224	Clone with Laser Rifle (3)	\$3.25
HOB3225	Clone with Heavy Laser (3)	\$3.25
HOB3226	Clone with Heavy Flamer (3)	\$3.25
HOB3227	Clone with Extra Heavy Needle Rifle (3)	\$3.25
HOB3228	Clone Commander (3)	\$3.25
HOB3229	Clone with Grenade Launcher (3)	\$3.25
HOB3230	Clone with Rocker Launcher (3)	\$3.25
HOB3230A	Clone with Rocker Launcher Ammo	\$3.25



### PHAGON LINE TROOPS

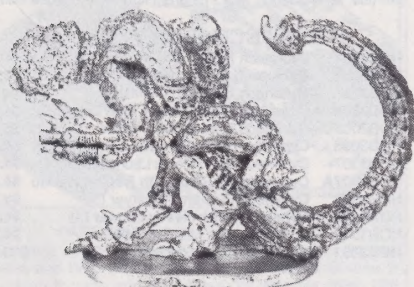
HOB3241	Phagon with Needler (5)	\$3.25
HOB3242	Phagon with Laser Rifle (5)	\$3.25
HOB3243	Phagon Commander with Needler (5)	\$3.25
HOB3244	Phagon with Heavy Flamer (4)	\$3.25
HOB3245	Phagon Commander (4)	\$3.25

### PHAGON SUPPORT WEAPONS

HOB3281	Bioids Suma PSA Wolf! (2)	\$3.25
HOB3282	Hammerhead bio-support	\$13.50
HOB3283	Stingwhip bio-support	\$10.00
HOB3284	Lance bio-support	\$5.50
HOB3291C	Battle Walker - Command	\$17.50
HOB3291H	Battle Walker Mk.1 - Hammerhead	\$17.50
HOB3291S	Battle Walker Mk. 2 - Sunburst	\$17.50
HOB3291T	Battle Walker Mk. 2C - Triad	\$17.50
HOB3291S	Battle Walker - Stinger	\$17.50

## ADVENTURERS & ALIENS

**BLISTER PACKS** each with one 25mm figure.



HOB3701	Adventurer wearing heavy coat	\$3.25
HOB3701L	Adventurer with Hand Laser	\$3.25
HOB3701N	Adventurer with Heavy Needle	\$3.25
HOB3706A	Administrator with documents	\$3.25
HOB3706L	Lady wearing dress	\$3.25
HOB3706P	Punk with bad attitude	\$3.25
HOB3706S	Man wearing casual clothes	\$3.25
HOB3706T	Trader wearing cloak	\$3.25
HOB3720C	Cargo Officer	\$3.25
HOB3720M	Mechanic	\$3.25
HOB3720N	Lady Navigator	\$3.25
HOB3720O	Second Officer	\$3.25
HOB3720A	Another Second Officer	\$3.25
HOB3720S	Ship's Medic	\$3.25
HOB3724	Dawleen, lookin' tough with a Laser!	\$3.25
HOB3751	Swamp Strangler	\$3.25
HOB3751B	Brain-Freezer	\$3.25



## RAFM

RAFM is a Canadian firm that has been producing both historic and fantasy miniatures for many years - the fantasy range displays good imagination plus crisp casting. The latest range of figures are the STAR KHAN science fiction series - these contain a great deal of detail, and are of the appropriate scale & theme for WH40K TERMINATORS - but are far cheaper! All items are in Blister Packs.

### FANTASY LEGIONS OF LAW

#### KNIGHTS OF THE SILVER SWORD

RAF3050	Grand Master - mounted & foot	\$9.00
RAF3051	Heaven's Fist Cavalry (2)	\$9.00
RAF3052	Faith's Blade Men at Arms (3)	\$8.00
RAF3053	Swordsmen of the Red Gauntlet (3)	\$8.00
RAF3054	Archers of Raven's Flight (3)	\$8.00
RAF3055	Men of the White Heather (3)	\$8.00
RAF3056	The Defenders (artillery - 5 pieces)	\$11.00



3070

#### ELVES OF THE ISLES

RAF3070	Prince Sarnath - mounted & foot	\$9.00
RAF3071	Wind Ride - Elven Cavalry (2)	\$9.00
RAF3072	Sylvan Swords - Elf Warriors (3)	\$8.00
RAF3073	Crystal Flight - Elf Bowmen (3)	\$8.00
RAF3074	Strong Wood - Elf Spearmen (3)	\$8.00
RAF3075	Elven Privateers (3)	\$8.00
RAF3076	The Dragon's Tongue - Elven Artillery	\$14.00

#### DWARVES OF THE FLAMING FORGE

RAF3090	Graff Hawksteel - mounted & foot	\$9.00
RAF3091	Dwarven Command Group (3)	\$8.00
RAF3092	Iron Feathers - Dwarven Crossbows (3)	\$8.00
RAF3093	Thunder Buster - Artillery	\$14.00
RAF3094	Bumer Truppen - Hand Gunners (3)	\$8.00
RAF3095	Stone Eagle Truppen - Spearmen (3)	\$8.00
RAF3096	Trench Pounders - Dwarven Sappers (3)	\$8.00
RAF3097	Nebeldwarfen - Auto Dart Thrower!	\$13.00

#### BARBARIAN WARRIORS

RAF3821	Norse Fighter with sword & shield	\$3.00
RAF3822	Norse Fighter with axe	\$3.00
RAF3823	Norse Fighter with 2-handed sword	\$3.00
RAF3824	Berserker with 2-handed axe	\$3.00
RAF3825	Norse War Chief - mounted	\$7.00
RAF3826	Norse Warwolf with Master	\$7.00



### FANTASY LEGIONS OF CHAOS

#### NIGHT CALLERS - BONE WARRIORS

RAF3871	Skeleton with sword & shield	\$3.00
RAF3872	Skeleton with axe & shield	\$3.00
RAF3873	Skeleton with 2-handed sword	\$3.00
RAF3874	Skeleton with crossbow	\$3.00
RAF3875	Warlock on undead equine	\$7.00
RAF3876	Skeleton Chieftain on undead mount	\$7.00



3871

3872

## DARK LORD'S REGIMENT OF BLOOD

RAF3101	Warlord - mounted & foot	\$9.00
RAF3102	Shining Death Cavalry (2)	\$9.00
RAF3103	Iron Lords (3)	\$8.00
RAF3104	Impalers - spearmen (3)	\$8.00
RAF3105	Skullsplitters (3)	\$8.00
RAF3106	The Doom Singers - chaos berserkers (3)	\$8.00
RAF3107	Hell's Claws - assassins (3)	\$8.00
RAF3108	The Dark Lord's Bodyguard (3)	\$8.00
RAF3109	Cleavers of the Dark (3)	\$8.00
RAF3110	Blood Champions (3)	\$8.00
RAF3111	Blood Berserkers (3)	\$8.00
RAF3112	Land Dragon with rider	\$10.00

### LEGIONS OF DARKNESS

RAF3201	Magloth - Giant Orc General (1)	\$8.00
RAF3202	Orc Standard bearer with Goblin Drummers	\$8.00
RAF3203	Orc Warband with polearms (3)	\$8.00
RAF3204	Orc Warband with bows (3)	\$8.00
RAF3205	Orc Warband with 2-handed weapons (3)	\$8.00
RAF3206	Orc Crossbows (2) with Goblin Mantlet	\$8.00
RAF3207	Goblin Lord mounted on Cassowary (2)	\$8.00
RAF3208	Goblin Archd on Cassowarys (2)	\$8.00
RAF3209	Orc Chieftains (3)	\$8.00
RAF3210	Orc Heavy Infantry with pikes (3)	\$8.00
RAF3211	Goblin Skirmishers (4)	\$8.00
RAF3212	Orc Wolf Raider Chieftains (2)	\$8.00
RAF3213	Orc Wolf Raider Warriors (2)	\$8.00
RAF3214	Orc Wolf Raider Nomads (2)	\$8.00
RAF3215	Wolf Raider Giant Orc Champions (2)	\$8.00
RAF3216	Giant Orc Berserkers	\$8.00
RAF3217	Orc Warlord - mounted	\$8.00
RAF3218	Orc Onager - the Head Banger	\$14.00
RAF3219	Orc Wall Crawlers - pioneers	\$11.00



### THE MONSTERS OF CHAOS

RAF3601	Spider Lord (1)	\$17.00
RAF3602	A Rather Sinister Ogre	\$10.00
RAF3613	Thralgar's Body Guard (3)	\$9.00
RAF3614	Thralgar The Giant (1)	\$11.00
RAF3615	Necromancers (3)	\$9.00
RAF3616	Minotaur	\$8.00
RAF3617	Death Dancer	\$7.00

### NECROMANCERS

RAF3877	Grand Master of Darkness	\$3.50
RAF3878	Dark Cleric	\$3.50
RAF3879	Mistress of Darkness	\$3.50
RAF3880	Nightmare Illusionist	\$4.50
RAF3881	Great Necromancer - mounted	\$7.00
RAF3882	Doom Caller	\$8.00

### FANTASY ADVENTURERS

#### WANDERS & WARRIORS

RAF3801	Adventurers (3)	\$8.00
RAF3802	Dwarves (3)	\$8.00
RAF3803	Rogues (3)	\$8.00
RAF3804	Clerics (3)	\$8.00
RAF3805	Elven Warriors (3)	\$8.00
RAF3806	Bowmen (3)	\$8.00
RAF3807	Female Warriors (3)	\$8.00
RAF3808	Sorcerers (3)	\$8.00
RAF3809	Armoured Warriors (3)	\$8.00



### SHADOWS & STEEL

#### BOXED SETS!

RAF2001	Wizard's Adventuring Party (7)	\$20.00
RAF2002	Conquistador Dwarves (7)	\$20.00
RAF2003	The Iron Brotherhood (8)	\$20.00
RAF2005	Orc War Triceratops	TBA
RAF2006	Bone Warriors (Army Group)	TBA
RAF2009	Vasmilian Vile - the Guardian Dragon	TBA



## STAR KHAN

**BLISTER PACKS** - a superb series of Science Fiction miniatures that are highly recommended for WH40K style games. Unfortunately, at this point in time, there are no illustrations of this range available - you'll just have to trust me!

### TERRAN FEDERATION

RAF5011	Marine Reaction Command Group (3)	\$13.00
RAF5012	Marine Recon Section (3)	\$13.00
RAF5013	Marine Reaction Assault Unit (3)	\$13.00
RAF5014	Marine Reaction - Special Weapons	\$13.00
RAF5015	Marine Reaction Heavy Weapons (3)	\$13.00
RAF5016	Disruptor Force-Cannon	\$17.00
RAF5017	Marine Tech, R.T.O. & Corpsman	\$13.00
RAF5018	Jet Wing Marines (2)	\$13.00
RAF5019	Battlebike Uni-Cycle (1)	\$24.00
RAF5020	Recon Battlebike (1)	\$24.00
RAF5021	Grizzled Marine Veterans (3)	\$13.00
RAF5022	Flamer Marines (3)	\$13.00
RAF5023	Missile Pod Artillery	TBA
RAF5024	Universal Carrier with Flex Gun	TBA
RAF5025	Universal Carrier with Missiles	TBA

### DESTRUCTOR COMMANDOS

(TERMINATORS)

RAF5030	Tempest Class Destructor (2)	\$13.00
RAF5031	Typhoon Class Destructor (2)	\$13.00
RAF5032	Black Widow Class Destructor (2)	\$13.00
RAF5033	Spitfire Class Destructor (2)	\$13.00
RAF5034	Hunter Class Destructor (2)	\$13.00
RAF5035	Fury Class Destructor (2)	\$13.00

### CYBER ORCS

RAF5051	Cyborc Command Team	\$14.00
RAF5052	Cyborc Scout Team	\$14.00
RAF5053	Cyborc Medium Attack Group	\$14.00
RAF5054	Cyborc Assault Team	\$14.00
RAF5055	Cyborc Heavy Support Team	\$14.00
RAF5056	Cyborc Mono Assault Gun	\$18.00

## MEDIAEVAL SEIGE EQUIPMENT

**BLISTER PACKS** - most require assembly of some sort.

RAFSE1	Large Ballista	\$13.00
RAFSE2	Large Catapult	\$13.00
RAFSE3	Dart Thrower (2)	\$9.00
RAFSE4	Small Catapult	\$11.00
RAFSE7	Mantlets - Siege Shields (3)	\$5.00
RAFSE9	Small Siege Tower	\$27.00
RAFSE13	Mediaeval Cannon (2)	\$6.00
RAFSE15	Scaling Ladders (3)	\$9.00
RAFSE16	Greek Fire Projector (2)	\$6.00
RAFSE17	Petrary Catapult	\$11.00
RAFSE23	Mediaeval Crew (5)	\$10.00
RAFSE26	Organ Gun (1)	\$10.00
RAFSE27	Early Bombard (2)	\$9.00
RAFSE28	Hooped Bombard	\$9.00
RAFSE31	Medieval Breach Loding Cannon	\$9.00
RAFSE32	Scorpion Bolt Thrower (2)	\$8.00
RAFSE33	Carroballista Bolt Thrower	\$8.00



SE-17

## GRENADIER

GRENADIER is an American company with a reputation for detail and crisp casting. Their figures are made in the traditional 25mm scale, and have long been regarded as the equal to RAL PARTHA's best! Unfortunately some of the later releases have been poor examples of GRENADIER's talent - I have endeavored to remove all of these from our Mail Order listing, leaving only the better quality products!

## DRAGONS

### BOXED SETS

GRE2501	Black Dragon	\$27.00
GRE2514	Dragonlisk	\$22.00
GRE2515	Iron Dragon	\$22.00
GRE2516	Chaos Dragon	\$27.00
GRE2521	Wind Dragon	\$27.00
GRE2524	Guardian Dragon	\$27.00
GRE2528	Giant Griffin	\$55.00
GRE9601	Black Dragon II	\$27.00
GRE9602	Red Dragon II	\$27.00
GRE9603	White Dragon II	\$27.00

GRE9604	Brass Dragon II	\$27.00
GRE9605	Green Dragon II	\$27.00
GRE9606	Silver Dragon II	\$27.00
GRE9607	Blue Dragon II	\$27.00
GRE9609	Bronze Dragon II	\$27.00
GRE9901	Green Dragon with Victim	\$30.00



GRE9601 Black Dragon II

### BLISTER PACKS

GRE501	Pond Dragon	\$6.50
GRE502	Marsh Dragon	\$6.50
GRE503	Cliff Dragon	\$6.50
GRE504	Pet Dragon	\$6.50
GRE505	Old World Dragon	\$6.50
GRE506	Forest Dragon	\$6.50

## FANTASY CHARACTERS

**BLISTER PACKS** - please include **SECOND CHOICES**!

GRE803	Evil Mage	\$3.00
GRE804	Half-Elf Fighter Mage	\$3.00
GRE805	Ranger with Bow	\$3.00
GRE806	Female Fighter	\$3.00
GRE807	Armored Barbarian	\$3.00
GRE808	Dwarf Fighter	\$3.00
GRE809	Fighting Bard	\$3.00
GRE810	Thief with Sword	\$3.00
GRE811	White Mage	\$3.00
GRE812	Female Cleric	\$3.00
GRE813	Female Assassin	\$3.00
GRE814	Chaotic Hero	\$3.00
GRE815	Nasty Reaver	\$3.00
GRE816	Elf Fighter	\$3.00
GRE817	Robed Cleric	\$3.00
GRE818	Buccaneer	\$3.00
GRE819	Cavalier with plate & sword	\$3.00
GRE820	Henchmen with chain & sword	\$3.00
GRE821	Knight with Great Sword	\$3.00
GRE822	Evil Dwarf with plate & axe	\$3.00
GRE823	Halfling Scout	\$3.00
GRE824	Lady Mage	\$3.00
GRE825	Elf Mage	\$3.00
GRE826	Fighter with Crossbow in plate	\$3.00
GRE827	Fighter with Axe in plate	\$3.00
GRE828	Weaponmaster in scale	\$3.00
GRE829	Assassin	\$3.00
GRE830	Huntress in plate with bow & sword	\$3.00
GRE831	Female Fighter in plate with axe & shield	\$3.00
GRE832	Orc Champion in chain with sword	\$3.00
GRE833	Gnome in plate with 2-handed sword	\$3.00
GRE834	Chaos Cleric with 2-handed mace	\$3.00
GRE835	Knight in plate with ornate shield	\$3.00
GRE836	Fighter Mage with sword & staff	\$3.00
GRE837	Ranger in Plate with sword & shield	\$3.00
GRE838	Adventuring Thief with sword & sling	\$3.00
GRE839	Illusionist	\$3.00
GRE840	Royal Knight in Plate with greatsword	\$3.00
GRE841	Evil Warrior in Plate with sword & shield	\$3.00
GRE842	Princess	\$3.00
GRE843	Female Thief with sword & dagger	\$3.00

GRE845	Half-Elf Fighter Thief with sword	\$3.00
GRE846	Armored Cleric with mace & shield	\$3.00
GRE847	Death Lord with 2-handed sword	\$3.00
GRE848	Chaos Warrior in strange armour	\$3.00
GRE849	Paladin in plate with 2-handed Runesword	\$3.00
GRE850	Barbarian Fighter with axe, sword & shield	\$3.00
GRE851	Evil Cleric in plate with mace	\$3.00
GRE852	Conjuror	\$3.00
GRE853	Halfling Thief with sly grin	\$3.00
GRE854	Elf Sorceress	\$3.00
GRE855	Female Barbarian in plate with sword & shield	\$3.00
GRE856	Hero (knight) with sword & shield	\$3.00
GRE857	Anti-Hero in plate with axe & arm-spike	\$3.00
GRE858	Elven Warrior with bow, sword & shield	\$3.00
GRE859	Chaotic Wizard	\$3.00
GRE860	Dwarf Hero in plate with axe	\$3.00
GRE879	Wererat Commander with sword	\$3.00
GRE880	Wraith in robes	\$3.00
GRE881	Succubus	\$3.00
GRE882	Monster Slayer with various weapons	\$3.00
GRE883	Merchant Thief (good pose!)	\$3.00
GRE884	Female Rogue with cutlass	\$3.00
GRE885	Female Elf Ranger with sword & shield	\$3.00
GRE886	Black Sorceress	\$3.00
GRE887	Berserker with swords	\$3.00
GRE888	Questing Ranger with swords	\$3.00
GRE889	Thief with sling & sword	\$3.00
GRE890	Young Mage with staff	\$3.00
GRE891	Adventuring Cleric with mace & cross	\$3.00
GRE892	Barbarian Archer	\$3.00
GRE893	Champion with 2-handed sword & plate	\$3.00
GRE894	Grey Wizard with staff	\$3.00
GRE895	White Witch	\$3.00
GRE896	Dark Elf Sorceress	\$3.00
GRE897	Devil	\$3.00
GRE898	Lizardman with shield & sword	\$3.00
GRE899	Cat Folk Warrior with swords	\$3.00

## MONSTERS & ADVENTURERS

**BLISTER PACKS** with 3 miniatures - unless stated otherwise

GRE04	Gnome Fighters	\$7.50
GRE05	Orc Beer Wagon (1)	\$7.50
GRE08	Mounted Female Fighter in chainmail bikini!	\$7.50
GRE11	Undead Giant Cyclops throwing rock (1)	\$7.50
GRE12	Stone Idol (1)	\$7.50
GRE17	Wererat Skeletons	\$7.50
GRE18	Griffon (1)	\$7.50



GRE53 & GRE54 - Mounted Kobolds

GRE19	Knight Command Group	\$7.50
GRE20	Orc Command Group	\$7.50
GRE21	Dwarf Command Group	\$7.50
GRE22	Goblin Command Group	\$7.50
GRE23	Amazon Command Group	\$7.50





GRE24	War Ogre Command Group	\$7.50
GRE27	Skeleton Command Group	\$7.50
GRE28	Lizardmen	\$7.50
GRE31	Grunch Warriors (Very Strang!)	\$7.50
GRE34	Unicorn (1)	\$7.50
GRE36	Dragonmen Warriors	\$7.50
GRE39	Daemon (1)	\$7.50
GRE47	Winged Warriors	\$7.50
GRE48	Raft with Crew	\$7.50

GRE171	Tree-man	\$7.00
GRE173	Skeleton Samurai	\$7.00
GRE174	Armored Ogre Giant	\$7.00
GRE701	Rangers/Foresters	\$9.00
GRE702	Wererats with various weapons	\$9.00
GRE703	Female Elf Warrior - mounted & foot	\$9.00
GRE704	Mounted Deathlord with Warhound	\$9.00
GRE705	Nasty Deathlords in evil armour	\$9.00
GRE706	Ugly Trolls (2)	\$9.00

GRE40304	A New Hope - Collector's Movie Set	\$27.00
GRE40305	The Empire Strikes Back	\$27.00
GRE40306	Return of the Jedi	\$27.00
GRE40307	Stormtroopers	\$27.00
GRE40309	Mos Eisley Cantina - Adventure Set	\$25.00
GRE40310	Jabba's Place - Adventure Set	\$25.00

### SHADOWRUN BOXED SETS

GRE9701	Shadowrunners - Archetypes (10)	\$27.00
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GRE51	Sphinx (1)	\$7.50
GRE52	Yeti (1)	\$7.50
GRE53	Kobold with lance, Mounted on Dragon	\$7.50
GRE54	Kobold with sword, mounted on Dragon	\$7.50
GRE58	Cytlops Dragon with club (!)	\$7.50
GRE114	Storm Giant (1)	\$7.00
GRE115	Bugbears	\$7.00
GRE116	Flesh & Iron Golems	\$7.00
GRE117	Dragonmen Warriors	\$7.00
GRE118	Scorpions (2)	\$7.00
GRE119	Hill Giant (1)	\$7.00
GRE120	Winged Folk Warriors	\$7.00
GRE122	Wizards	\$7.00
GRE123	Lizardmen	\$7.00
GRE126	Ninja and Ronin	\$7.00
GRE128	St George & The Dragon	\$7.00
GRE129	Undead Orcs	\$7.00
GRE130	Dart Thrower & Undead Crew	\$7.00

GRE707	Elven Warriors	\$9.00
GRE708	High Elf - mounted & foot	\$9.00
GRE709	Mounted Knight with lowly Yeoman	\$9.00
GRE710	Paladins with swords & plate	\$9.00
GRE711	Goblin Wolf Riders (4)	\$9.00
GRE712	Giant Wererat (2)	\$9.00
GRE713	Fire Giant with 2-handed axe (1)	\$9.00
GRE714	Wood Elves with bows	\$9.00
GRE715	Dungeoneers - Fighter, Mage & Thief	\$9.00
GRE716	Pegasus with rider	\$9.00
GRE717	Minotaurs (2)	\$9.00
GRE718	Female Adventurers	\$9.00
GRE719	Skeletons Warriors	\$9.00
GRE720	Skeletal Horsemen (2)	\$9.00
GRE721	Rogues	\$9.00
GRE722	Chaos Beast Handler	\$9.00
GRE723	High Elves	\$9.00
GRE724	Centaur	\$9.00

GRE9702	The Corporate Sector (10)	\$27.00
GRE9703	Eastern Dragon (3 pieces)	\$27.00
GRE9704	Weathered Serpent Dragon	\$27.00
GRE9705	Western Dragon	\$27.00

### SHADOWRUN BLISTER PACKS

GRE1301	Archetypes (3)	\$8.00
GRE1302	Wendigos (3)	\$8.00
GRE1303	Metahuman Gang (3)	\$8.00
GRE1304	Eye-killer	\$8.00
GRE1305	Lone Star Corps (3)	\$10.00
GRE1306	Barghests with handler	\$10.00
GRE1307	Street gang (3)	\$10.00
GRE1308	Harpies (3)	\$10.00

## ACRYLICS PAINTS

### PAINT SETS

CITP1	Color Paint Set #1	\$30.00
<small>(Skull White, Chaos Black, Blood Red, Bronzed Flesh, Woodland Green, Enchanted Blue, Sunburst Yellow, Mithril Silver &amp; Shining Gold)</small>		
CITP2	Creature Paint Set #2	\$30.00
<small>(Rotting Flesh, Goblin Green, Elf Grey, Worm Purple, Hobgoblin Orange, Orc Brown, Spearstaff Brown, Swamp Brown &amp; Chaimail)</small>		
CITP3	Monster Paint Set #3	\$30.00
<small>(Imperial Purple, Tiltillating Pink, Electric Blue, Moody Blue, Bestial Brown, Bilious Green, Brazen Bronze, Red Gore &amp; Ghoul Grey)</small>		
CITP5	Space Marine Paint Set	\$30.00
<small>(Bolt Gun Metal, Salamander Black, Salamander Green, Marine Dark Blue, Ultramarine, Blue Grey, Space Wolf Grey, Terracotta &amp; Blood Angle Orange)</small>		
CITP6	Ork & Eldar Paint Set	\$30.00
<small>(Bad Moon Yellow, Go Fast Red (!), Ork Flesh, Snake-Bite Leather, Fire Dragon Crimson, Striking Scorpion Green, Hawk Turquoise, Bleached Bone &amp; Tin Blitz)</small>		
RAL77750	Chaos War Colours	\$16.00
<small>(Mold, Slate, Burgundy, Metallic Blue, Metallic Green &amp; Metallic Red)</small>		
RAL77730	Fantasy Paint Set	\$25.00
<small>(Silver, Gold, Blue, White, Black, Yellow, Red, Green, Paint Brush &amp; 1 miniature)</small>		
RAL740	Battletech Autumn Colours	\$16.00
<small>(Autumn Gold, Khaki, Brown, Woodbrown, Pine Green &amp; Armour Gray)</small>		
RAL741	Battletech Summer Colours	\$16.00
<small>(Flaxen Yellow, Adobe Brown, Dunkel Braun, Evergreen, Armour Gray &amp; Olive)</small>		
RAL77790	AD&D - Silks & Satins	\$17.00
<small>(Royal Blue, Lavender, Blue, Royal Red, White &amp; Green)</small>		
RAL77791	AD&D Natural Colours	\$17.00
<small>(Wereturf Brown, Sunlight Yellow, Guts Pink - who writes this stuff? Elemental Orange, Moss Green &amp; Water Blue)</small>		
RAL77728	Brush Kit (3 brushes)	\$18.00
RAL77725	Spray Varnish QB Spray Primer	each - \$10.00
RAL77726	Dragonscale Metallic Creme Kit	\$20.00
<small>(6 cases of metallic rub-on wax - red, gold, green, blue, bronze &amp; silver)</small>		
RAL77729	Sponge Applicator Brushes (3)	\$3.50

### INDIVIDUAL PAINTS

#### RAL PARTHA - \$3.00 per bottle

RAL77701	Gold Metallic	RAL77702	Silver Metallic
RAL77703	Bronze Metallic	RAL77704	Steel
RAL77705	Flesh	RAL77706	White

GRE131	Elite Undead Infantry	\$7.00
GRE132	Flying Carpet with Crew	\$7.00
GRE134	Armored Centaurs (2)	\$7.00
GRE135	Umberbulk(1)	\$7.00
GRE136	Goatkin Warriors	\$7.00
GRE138	Hippogriff (1)	\$7.00
GRE139	Human Captives	\$7.00
GRE140	Barbarians	\$7.00
GRE141	Ogres (2)	\$7.00
GRE142	Clerics	\$7.00
GRE143	Undead Centaurs (2)	\$7.00
GRE144	Mounted Paladin	\$7.00
GRE145	Barbarian Tribesmen	\$7.00
GRE146	Assassins	\$7.00
GRE147	Dark Evils	\$7.00
GRE148	Kobolds (4)	\$7.00
GRE149	Ninja Giant (1)	\$7.00
GRE152	Ninja Hit Squad	\$7.00
GRE153	Dragonmen Specialists	\$7.00

### FANTASY BOXED SETS

<b>BATTLE LORDS</b>		
GRE1601	Foot Knights (10)	\$27.00
GRE1602	Orcs: Army of the Black River (10)	\$27.00
GRE1603	Dwarves: Army of the Golden Mt. (10)	\$27.00
GRE1604	Goblins: Army of the Blood Forest (10)	\$27.00
GRE1605	Amazons - Army of Minerva	\$27.00
GRE1607	Ogres of the East (8)	\$27.00
GRE1608	Chaos Dwarves (10)	\$27.00
<b>BATTLE SETS</b>		
GRE9002	Orc Warriors	\$27.00
GRE9003	Dwarven Warriors	\$27.00
GRE9004	Orc Wolf Riders	\$27.00
GRE9005	Orc General's Battle Chariot	\$27.00
GRE9007	Mighty Dwarven Siege Cannon	\$27.00
GRE9008	Goblin War Band	\$27.00



### STAR WARS & SHADOWRUN

#### STAR WARS BOXED SETS

each with ten 25mm miniatures

GRE40301	Heroes of the Rebellion	\$27.00
GRE40302	Imperial Forces	\$27.00
GRE40303	Bounty Hunters	\$27.00

RAL77707	Gray	RAL77708	Black
RAL77709	Shamrock Green	RAL77710	Forest Green
RAL77711	Dun	RAL77712	Leather
RAL77713	Red Brown	RAL77714	Dark Brown
RAL77715	Ivory	RAL77716	Yellow
RAL77717	Orange	RAL77718	Red
RAL77719	Sky Blue	RAL77720	True Blue
RAL77721	Dark Blue	RAL77722	Copper Metallic
RAL77723	Purple	RAL77731	Khaki